

**TOWARDS A PHILOSOPHY
FOR
LEGISLATION IN GAELIC GAMES**
(APPENDIX 2)

[Compiled by Joe Lennon in part submission for a post graduate
research degree at Dublin City University 1993-1999
on the Philosophy for Legislation]

TOWARDS A PHILOSOPHY FOR LEGISLATION IN GAELIC GAMES

(APPENDIX 2)

Part 1:
A COMPARATIVE ANALYSIS
OF
THE PLAYING RULES
OF
FOOTBALL AND HURLING
1884–2000

Part 2:
THE EARLY PLAYING RULES
OF
OTHER FOOTBALL AND
BALL AND STICK GAMES

Compiled by
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[Appendix 1 is a separate volume which contains a collection of the rules of hurling as played in Cornwall and Devon in the 16th and 17th centuries, the early rules of hurley and hurling 1869-1889, the playing rules of football and hurling 1884-2000 and the composite rules of the Hurling-Shinty International games 1933-2000]

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JOE LENNON

Spring, 1999

PREFACE

An analysis of a single set of the Rules of Play of a game which contains as many as 35 rules as in Gaelic Football or Hurling in 1990 or the 28 laws of Rugby Union Football as in the 1993- 94 season is quite a difficult task unless these rules are drafted in a format in which all the legislation dealing with each discrete aspect of the rules or laws is presented in a single rule or law. For example, all the legislation which deals with scores is a discrete aspect of a game, and when drafted in a single rule, an analysis of this aspect is much easier than when the legislation dealing with scores is embedded in several rules.

The comparison of successive sets of Rules of Play is equally facilitated when these sets have the same format of discrete aspects. Importantly, the comparison of sets of Rules of Play of different games is facilitated if their rules are drafted in discrete aspects or translated into discrete aspects prior to analysis.

A standardised format of presentation facilitates a comparative analysis of the Rules of Play of a single edition of the rules of a game, successive editions over time and of editions of rules of many games over any period of time for which the complete sets Rules of Play are available.

Using this method of analysis, it is possible to compare the very first set of rules of any game with the current rules, and to demonstrate clearly what changes have taken place over the intervening years.

It is also possible to demonstrate precisely what changes have occurred in each and every aspect of any game over any period of time. For example, the development in legislation with respect to scores or technical fouls can be traced very accurately and illustrated.

In addition to this type of comparison, a standardised format of presentation facilitates the analysis of the Playing Rules with respect to other important aspects of the rules. Characteristics of the Rules of Play can be more readily identified. An assessment can be made as to whether or not the Rules of Play are easy to read, remember and apply. This analysis can identify what changes are required to achieve this ideal.

The most important aspect of the playing rules which this format and analysis can be used to determine is the philosophic content of the Playing Rules.

If there are rules which are specifically aimed at reducing the risk of injury, then it can be argued that the legislators were concerned about the welfare of players, and recognised that they have a duty of care to protect the players. If there are rules which punish foul play adequately and fairly, it can be argued that the legislators were concerned to reduce foul play and to promote fair play by making 'the punishment fit the crime'.

These examples can only be regarded as elements or strands of philosophic thought. If a set of rules contains many strands of philosophic thought, it could be argued that there is a philosophic basis or that the legislators had an overall philosophy which guided their thinking in formulating and drafting the legislation. However, the existence of such strands does not necessarily prove this. In this respect, it can be argued that the philosophy of legislation is 'a seamless garment' only when it is clear that the collective strands of philosophic thought evident in the entire corpus

of legislation are inspired by an overall philosophy rather than some good ideas which have become legislation in a piecemeal fashion

The object of the work in this appendix is to examine all the available sets of Playing Rules for football and hurling to determine if these rules contain strands of philosophic thought and whether what strands are identified can be regarded as an overall philosophic approach to the legislation

Since the evolution and differentiation of our national games from what can be regarded as common ancestors, it was found both useful and instructive to refer from time to time to the early playing rules of other games to see if they demonstrated whether their legislators worked from a philosophic base or arrived at a philosophy of legislation through time. For this reason, some of the early rules of football and ball and stick games are included in Part 2 of this appendix. It is clear that the early legislation in Gaelic games incorporated aspects of these early rules of other similar games

JOE LENNON

Spring, 1999

CONTENTS

Appendix 2: Part 1

Comparative Analyses of the Playing Rules of Football and Hurling 1884-2000

THE FIRST ERA OF LEGISLATION 1884-1950

	<i>Page</i>
1 (a) Analysis of Football Rules 1884	624
1 (b) Analysis of Hurling Rules 1884	625
2(a) Analysis of Football Rules 1886 (estimated)	630
2(a) ₁ Analysis of Football Rules 1886	631
2(b) Analysis of Hurling Rules 1886 (estimated)	631
2(b) ₁ Analysis of Hurling Rules 1886	632
3 Analysis of Hurling Rules 1887	634
4(a) Analysis of Football Rules 1888	635
4(b) Analysis of The Laws of Hurley 1888	636
5(a) Analysis of Football Rules 1889	639
5(b) Analysis of Hurling Rules 1889	640
6 Analysis of Football Rules 1895	644
7(a) Analysis of Football Rules 1896-'97	648
7(b) Analysis of Hurling Rules 1896-'97	650
8(a) Analysis of Football Rules 1901(parts of)	653
8(b) Analysis of Hurling Rules 1901 (part of)	654
9(a) Analysis of Football Rules 1907-'08-'09	656
9(b) Analysis of Hurling Rules 1907-'08-'09	658
10(a) Analysis of Football Rules 1910	661
10(b) Analysis of Hurling Rules 1910	664
11(a) Analysis of Football Rules 1915	667
11(b) Analysis of Hurling Rules 1915	669
12(a) Analysis of Football Rules 1923-'24	671
12(b) Analysis of Hurling Rules 1923-'24	673
13(a) Analysis of Football Rules 1926-'27	674
13(b) Analysis of Hurling Rules 1926-'27	676
14(a) Analysis of Football Rules 1930 -'31	677
14(b) Analysis of Hurling Rules 1930-'31	679
15(a) Analysis of Football Rules 1932-'33	682
15(b) Analysis of Hurling Rules 1932-'33	683
16(a) Analysis of Football Rules 1934-'35	685
16(b) Analysis of Hurling Rules 1934-'35	686
17(a) Analysis of Football Rules 1937	689
17(b) Analysis of Hurling Rules 1937	691

18(a)	Analysis of Football Rules 1938	692
18(b)	Analysis of Hurling Rules 1938	694
19	Analysis of Hurling and Football Rules 1939	698
20(a)	Analysis of Football Rules 1943	700
20(b)	Analysis of Hurling Rules 1943	703
21(a)	Analysis of Football Rules 1945	705
21(b)	Analysis of Hurling Rules 1945	706
22	Review of the first era of legislation 1884-1950	708

THE SECOND ERA OF LEGISLATION 1950-1990 INCLUSIVE

		<i>Page</i>
23	Analysis of the Playing Rules 1950 Football and Hurling	717
24	Analysis of the Playing Rules 1955 Football and Hurling	721
25	Analysis of the Playing Rules 1960 Football and Hurling	723
26	Analysis of the Playing Rules 1965 Football and Hurling	724
27	Analysis of the Playing Rules 1973 Football and Hurling	726
28	The Period 1973-1978	729
29	Analysis of Playing Rules 1978 Hurling and Football	731
30	Analysis of Playing Rules 1981 Hurling and Football	733
31	Analysis of Playing Rules 1985 Hurling and Football	735
32	Analysis of Playing Rules 1986 Hurling and Football	738
33	Analysis of Playing Rules 1988 Hurling and Football	740
34	Analysis of Playing Rules 1990 Hurling and Football	744
35	Review of the second era of legislation 1950-1990 inc.	746

THE THIRD ERA OF LEGISLATION 1991-2000

36	Analysis of the Rules of Play, Hurling – 1991	749
37	Analysis of the Rules of Play, Football – 1991	750
38	Analysis of Playing Rules, Hurling and Football – 1992	753
39	Analysis of Playing Rules, Hurling and Football – 1995	754
40	The Experimental Rules, 1989 – 1999	756
41	Experimental Playing Rules, Football and Hurling 1989-1990	758
42	Experimental Playing Rules, Football and Hurling 1994-1995	758
43	Experimental Playing Rules, Football – 1998	759
44	Experimental Playing Rules, Football – 1998-1999	760
45	Review of the third era of legislation 1991-2000	762

CONTENTS

Appendix 2: Part 2

The Early Playing Rules of Other Similar Invasive Games

	<i>Page</i>
1 <u>Hurling in Cornwall and Devon</u> , 16th & 17th Century	
Hurling to goales	770
To the countrie	771
2 Hurling to goales (original text)	773
Hurling to the countrie (original text)	774
3 <u>Laws of Hurling (GAA)</u> , 1887	776
4 Camanacht (Hurling) Rules, from <i>The Southern Cross</i> , Buenos Aires, 1900	778
5 Rules of <u>American Football</u> , 1872	783
6 <u>Association Football</u> Rules, 1863	784
7 FIFA Association Football Rules, 1997	786
8 <u>Australian Rules</u>	
Rules of Melbourne Football Club, 1859	808
9 Melbourne Rules of Football, 1860	809
10 Victorian Rules, 1866	810
11 Victorian Rules of Football, 1874	811
12 First Rules of Victorian Football Association, 1877	812
13 South Australian Rules, 1877	813
14 Laws of Australasian Game of Football, 1883	815
15 Laws of Australian Game of Football, 1895	818
16 Laws of Australasian Game of Football, 1897	821
17 Laws of Australian Football, 1997	824
18 <u>Hockey</u> Rules of the 1875 Hockey Association	840
19 <u>Lacrosse</u>	
Laws of Lacrosse, 1868	841
20 Laws of Lacrosse, 1909	846
21 Laws of Box Lacrosse, 1997	851
22 <u>Rugby</u>	
Rugby Union Football, 1871	874
23 Rugby Football Union, 1889-'90	879
24 Rugby Union Laws, 1895	886
25 <u>Shinty</u>	
Rules of Shinty, 1871	894
26 Glasgow Society Rules, 1875	898
27 Shinty Association, 1877	899
28 Argyllshire Shinty Club Rules, 1880	901
29 Camanachd Association, 1893	902
30 Camanachd Association, Revised Rules, 1894	903
31 Revision of Rules of Shinty, 1895	904
32 Rules of Play – Shinty, 1902-1903	904
33 Rules of Play – Shinty, 1996-1997	907
34 New Playing Rule Changes Applied in the Year 1999	917
35 Playing Rule Changes Made in the Year 2000	918

LIST OF DIAGRAMS, ILLUSTRATIONS AND TABLES

		<i>Page</i>
1	The new format of presentation of The Playing Rules	623
2	Diagram 1 Lineout for 21-a-side games, (1914)	666
3	Diagram 2 Lineout for 15-a-side games, 1914	667
4	Table No 1 Dimensions of Field of Play 1884-2000	709
5	Table No 2 Analysis of Rules of Play 1884-1950	711
6	Portrait of Richard Carew	768
7	Letter of Authenticity – First publication of Carew’s Book	769
8	Diagram 3 Field of Play – Published in the <i>Southern Cross</i> , Buenos Aires, 1900	782
9	Diagram 4 Field of Play – Australian Football, 1997	824
10	The Great Ball Game Between the Winged Birds and the Four- Legged Animals	842
11	Indian Lacrosse Players ask for Guidance from the Animal Spirits	844
12	Diagram 5 Floor Diagram – Box Lacrosse 1997	851
13	Diagram 6 Rugby Football Union – Plan of the Field 1871	874
14	Reproduction of the Title of First Handwritten Rules of Rugby 1871	875
15	Frontispiece, Leabhar nam Fíor Gha’e’l, 1871	893
16	Diagram 7 The field of play for shinty and team line-up in the early days	897
17	Diagram 8 Field of Play – Shinty, 1997	906

INTRODUCTION

This Comparative Analysis of 61 sets of rules of football and hurling is structured in a way which provides a clear picture of the anatomy of each set of rules, and facilitates direct comparison with previous, concurrent and subsequent sets of rules. It covers the period December, 1884, when the first sets of rules were adopted in Cork at the second meeting of the Association to the 1998/'99 season when the latest set of Experimental Rules for football were used in the National Football Leagues.

There are three distinct eras of legislation in this 114 year period. From December, 1884 to a month after the Congress of 1950 the rules of football and hurling were written down separately in Official Guides and publications of this period. The second era lasted from Congress 1950 to December, 1990. The third era began on 1 January, 1991 and continues to date, 1999.

The new format of presentation shown on page 1 is the framework used for this Comparative Analysis. The contents of each rule in each set of rules are listed in terms of the specific legislation they deal with. For example, the statement of a rule may refer to the size of the field of play, the number of players and the duration of the game. In which case, this rule deals only with Specifications of the game. Where a rule refers to fouls, scores and sideline or wide balls, it deals with three separate aspects of the game which are categorised as Technical or Aggressive Fouls, Scores and Set play.

When a set of rules is analysed this way, it becomes clear that a single aspect of the play is often dealt with in several rules. This dispersal of legislation dealing with a single aspect of the play through many rules makes it very difficult to remember and to find where all the bits of each aspect are located and dealt with. With such a presentation, it is easy to overlook an important part of a rule.

This dispersal of the legislation reflects the thinking of the legislators, and perhaps the draughtsmen, for it shows that they did not recognise the importance of keeping all similar aspects of the legislation together in one rule. It would appear that if when drafting a rule, another idea occurred to them, they simply put it into the rule they were then dealing with rather than into a rule which contained similar 'ideas'.

Hence, the first stage in this work is to analyse each rule *seriatim*, and identify and list those aspects with which the rule deals. When all the rules in a set have been so analysed or distributed to the aspects to which they belong, it is easy to complete the next stage which shows which rules are dealt with under the three main sections of rules – CONTROL, SPECIFICATION and PLAY¹. The third stage of the analysis involves distributing those rules which concern PLAY amongst the six rules and definitions.

The rules which deal with CONTROL and SPECIFICATION are not distributed in this way because of limitations of time and space. However, legislation which deals with Control and Specification is referred to throughout the comparisons and discussions of both individual rules and sets of rules.

¹ It is important to distinguish the term 'PLAY' which refers to the six rules and definitions whereas, 'The Play' refers to the specific permissions or what the players may do which are contained in Rule 2 of the new format. The Play is a subset of Play.

After highlighting the important features of each set of rules, comparisons are made. Interesting and important similarities and omissions are discussed. Comparisons with the rules of other games are made.

An assessment of the sets of rules covers such things as quality, quantity and clarity before commenting on what, if any, strands of philosophical thought can be identified in them.

Periodic reviews of these analyses have both interesting and important tables showing the incidence and organic growth of the individual rules, definitions of technical terms and the legislation as a whole. This is a graph of the growth of the legislation. The first review covers the period of the first era of legislation, and it traces the development of the rules for each game. Important trends and landmarks in the development of the legislation are identified and discussed. The organic growth of the legislation is illustrated in Table 1 which shows how the legislation dealing with each of the rules has developed and identifies the incidence of definitions of key terms.

In the second era of legislation, 1950 to 1990 inclusive, when the rules were 'co-ordinated' or combined, the same analytical process was applied. However, during this period, the legislation became chaotic for a period of twelve years when there were two distinctly different and contradictory sets of Rules of Play for the national games. The proper process of legislation was simply ignored when The National Referees Advisory Council was authorised to publish a version of the Rules of Play which contained interpretations of rules which were completely at odds with the text of the rules.

When the Association published a set of The Rules of Play for Football in 1988 which had been extracted by the writer from the current combined rules, and a year later published a similar edition of The Rules of Play for Hurling, this presaged a return to separate presentation of these rules.

The analysis of the playing rules in third era of legislation, 1991 to date (1999) is quite different from the previous two because the format designed by the writer and adopted by the Association in December, 1990 presents the Rules of Play under six headings or rules and contains a list of definitions of important technical terms.

However, this third era of legislation is not without controversy as first, the policy of experimenting with the playing rules became almost a fixation, and later in 1997, the single process of legislation was significantly changed to provide a multichannel system for proposing legislation. Co-Committees, Provincial Councils and Central Council can now submit motions on the Playing Rules to Congress.

Finally, this Comparative Analysis concludes with a summary of the analyses of the playing rules and the conclusions drawn from this part of the research.

Spring, 1999

JOE LENNON

This flowchart illustrates the format of presentation of the Playing Rules which is used to analyse each set of rules.

0- 0- 0- 0- 0- 0- 0- 0- 0- 0- 0

THE OFFICIAL GUIDE PART 2

1995

HURLING AND FOOTBALL

SPECIFICATION

- 1. The Field of Play.
- 2. The Players.
- 3. The Time.
- 4. The Equipment.

PLAY

CONTROL

- 1. The Referee.
- 2. The Umpires.
- 3. The Linesmen.

FAIR PLAY

FOUL PLAY

THE PLAY SET PLAY SCORES

TECHNICAL AGGRESSIVE DISSENT

1

2

3

4

5

6

+

DEFINITIONS

(which are an integral part of the Rules of Play.)

- 0- 0- 0- 0- 0- 0- 0- 0- 0- 0-

ANALYSIS AND COMPARISON OF THE PLAYING RULES OF FOOTBALL AND HURLING WITH PERIODIC REVIEWS OF THE THREE ERAS OF LEGISLATION

1 (a). ANALYSIS OF FOOTBALL RULES 1884

Rule 1 – Specification

Rule 2 – Control

Rule 3 – Specification

Rule 4 – Specification

Rule 5 – Set Play

Rule 6 – Aggressive Fouls and Penalty

Rule 7 – Specification

Rule 8 – Scores

Rule 9 – Set Play and Technical Fouls

Rule 10 – Control plus Specification

From this analysis it can be seen that –

CONTROL is dealt with in Rules 2, 10

SPECIFICATIONS are dealt with in Rules 1, 3, 4, 7, 10

PLAY is dealt with in Rules 5, 6, 8, 9

Of the these four rules dealing with PLAY –

THE PLAY is not covered in any rule

SET PLAY is dealt with in Rules 5, 9

SCORES are dealt with in Rule 8

TECHNICAL FOULS are dealt with in Rule 9

AGGRESSIVE FOULS are dealt with in Rule 6

DISSENT is not mentioned

DEFINITIONS – none

From this it emerges –

- Less than half the rules deal with the actual playing of the game
- The penalty for an Aggressive Foul is clearly set out
- It is unclear what happened if players stood too close to the kick out
- There is no reference to dissent
- There is detailed reference to players kit and an interesting reference to dangerous boots!
- There is no reference to the play (Specific permissions)
- There are no definitions of technical terms

1 (b). ANALYSIS OF HURLING RULES 1884.

Rule 1 – Specification

Rule 2 – Specification

Rule 3 – Specification and scores

Rule 4 – Technical Foul

Rule 5 – Specification

Rule 6 – Control

Rule 7 – Specification

Rule 8 – Set Play, Control

Rule 9 – Aggressive Foul

Rule 10 – Aggressive Foul

Rule 11 – Set Play

Rule 12 – Set Play

From this analysis, it can be seen that –

CONTROL is dealt with in Rules 6, 8

SPECIFICATIONS are dealt with in Rules 1, 2, 3, 5, 7

PLAY is dealt with in Rules 3, 4, 8 -12

Of these six rules dealing with PLAY,-

THE PLAY is dealt with in Rule 12

SET PLAY is dealt with in Rules 8, 11, 12

SCORES are dealt with in Rule 3

TECHNICAL FOULS are dealt with in Rule 4

AGGRESSIVE FOULS are dealt with in Rules 9, 10

DISSENT is not mentioned in this set of rules

DEFINITIONS – none

From this it emerges that –

- Less than half the rules deal with the actual playing of the game

- There is no reference to the players kit

- There is no reference to dissent

- There is only one brief reference to what the players may do – specific permissions

- The list of fouls is remarkably short and the penalty for aggressive fouls is dismissal – probably¹

- No terms have been defined

A comparison of these two sets of rules reveals that they were almost certainly prepared by different people (or probably different committees)

Very little attempt was made to describe the game – specific permissions or what the players could do Two and a half months after being first published, Cusack sought to

expand on some aspects of the play by pointing out in a letter to *The United Ireland* that

- The ball is not to be passed
- The ball must not be carried in any way
- The ball may be caught
- When caught, the ball must be kicked or put on the ground right away
- The ball may be hit with the hand

It would be interesting to know why these rules were not included in the first edition, and why Cusack, rather than Davin published these additions

Although there was no reference to them in the early rules or indeed any subsequent set of official playing rules, forfeit points were a part of the game. The forfeit point was 'scored' when the defence played the ball over its own end line. As in shinty, five forfeit points equalled a point. An over was a wide ball.

The list of aggressive fouls is quite short for each game, and there are some interesting differences. One is left to guess if 'catching' was regarded as a foul in football or 'butting with the head' a foul in hurling.

However, there was a determined attempt to reduce foul play.

One can only guess at the purpose of the 'nails or iron tips' referred to in Rule 10 of Football. However these hazards in the boots were referred to in virtually the same terms in the Rules of Australian Football published seven years earlier by The Victorian Football Association, and in the Rules of Shinty and in Laws of Lacrosse as early as 1868 (see Part 2).

It is quite clear that the hurling teams or clubs had colours, and that many teams took great pride in dressing their players in very colourful jerseys. Teams which did not have the money to buy or make jerseys and togs simply wore a coloured cap, and later a coloured sash. Hence the advice to provide each player with two jerseys is a remarkable feature although it is quite certain that distinctive team colours had been used for a very long time before the GAA was founded.

A year after the first GAA rules were published, the 'forgotten All-Ireland Final of 1866' was refereed by Michael Cusack on 16 February. Dan Burke of Galway objected to the Tipperary team for not being properly dressed 'as they wore neither shoes nor short pants'. Cusack agreed that in their dress they were breaking the rules but he allowed them to play on.² This incident illustrates several important features of the early game under GAA rules.

Firstly, the referee was all powerful and his word was law.

Secondly, not all rules carried a penalty and hence were not enforceable. Thirdly, the practice of objecting to some aspect of the opposition was common. It is not surprising to find that even though the GAA rules were accepted generally in a county or a district, games were often played where the rules were arranged just before the game as had been the tradition. For example on 28th May, 1885 near Meelick, Co Galway 'a hurling match in the real old Irish style took place between the Shannon district (Meelick-Eyre-court) and Killimor at Greenfield. There were twenty five players on each team, Judges and umpires stood at each goal which were 400 yards

2 O'Laon P. *The Annals of the G A A in Galway 1884-1901 Vol 1* Pub 1983 p 23 et seq

asunder and the use of sidelines was dispensed with Each goal was 15 yards in width The following rules were strictly adhered to –

- (1) Hurling to be one hour and 20 minutes
- (2) Sides to be changed after first goal
- (3) No sidelines or lifting of the ball until goal is scored
- (4) Any hurler lifting the ball to fall out ³

A comparison of the order or sequence of the legislation in these first sets of rules of 1884 shows that –

- Rules 1, 2 Hurling (H) equate with Rule 3 Football (F)
- Rule 3 (H) part of equates with Rule 4, 8 (F)
- Rule 4 (H) lifting ball off ground has no counterpart in (F)
- Rule 5 (H) equates with Rule 1 (F)
- Rule 6 (H) equates with Rule 2 (F)
- Rule 7 (H) equates with Rule 7 (F)
- Rule 8 (H) equates with Rule 5 (F)
- Rule 9 (H) equates with Rules 6, 10 (F)
- Rules 11, 12 (H) equates with Rule 9 (F)

So clearly there was no effort made to write the rules of football and hurling in parallel Even where one would expect similarities, there were interesting differences For example, if the hurling ball rebounded back into the ground, it was ‘still in play’ In football, when the ball was kicked over the sideline, it was thrown back by a player but, in hurling, play was restarted after a sideline ball by an official throwing in the ball towards the centre of the ground When a defender played the ball over his own goal line in football, an opponent threw the ball back into play whereas, in hurling, the opponent got ‘a free puck from the ground twenty yards out from the goal posts’

The length of time for play was significantly different Hurlers played for an hour and twenty minutes whereas the footballers played for an hour The practice of changing ends after each goal (as in shinty) was abandoned within a year or two

However, the length of time a game lasted was often decided just before the game started, and it varied significantly The weather was one limiting factor

When Cusack took the hurlers of the Metropolitan Club to Ballinasloe on 13th April, 1884, he agreed with the captain of the Killimor team, F J Lynch, to play four half hours

While the first playing rules of the GAA did not become official until 17th March, 1885, Clonard hurlers played a game near the Falls Road on 7th February, 1885 – the day the rules were first published, and the first football match under the first rules was played in Callan on 15 February, 1885 between Callan and Kilkenny Teams were twenty one-a-side The result was a scoreless draw It was reported that about four thousand spectators attended ⁴

³ *opus cit* p 14

⁴ Puirseal P *An Historical Survey of The Gaelic Athletic Association*

On 22nd August, 1885 a hurling match was played at Oranmore between Oranmore and Craughwell, twenty one on each side Two bands were present and about 5, 000 people The play was in accordance with the rules of the G A A The hurling match refereed by Dr D'Alton lasted only twenty minutes ⁵

O'Laol makes many references (culled from newspaper reports) to games played in Co Galway which lasted for periods ranging from twenty minutes to two hours or more What is also clear from his very detailed work is the fact that for a few years after the GAA was founded, teams changed ends after a goal was scored or at half time if no goal was scored This was then current practice in shinty

For a considerable time after the first set of playing rules were issued, the length of time played was agreed by the teams competing or by the organisers Many tournaments were played in the winter time when games were reduced to twenty minutes each way

From all the earlier descriptions which are to be found of both games, it is quite clear that wrestling and handgrips were still part of the games at least up until the rules revision of 1886 Traditionally, wrestling had been a feature of both games Indeed, the characteristics of a good hurler are described on p 257 Vol 1 of Hall's IRELAND as

To be an expert hurler, a man must have a quick eye, a ready hand and a strong arm, he must be a good runner, a skilful wrestler, and, withal, patient as well as resolute

A proposal to abolish wrestling in football was opposed by Kilkenny and Waterford delegates one of whom claimed that 'If wrestling went, Gaelic football would become a hybrid of rugby and Association '

There was a very considerable difference in the size of the goals for hurling and football Hurling being 75% larger

Interestingly, the rules of football for 1885 do not contain any reference to what the players could legally do despite the furore a year later about the Cork Rules which apparently permitted carrying the ball

Clearly, there were some, if not many, unwritten rules, and these unwritten rules were essential for the playing of the game as well as for establishing the character of the game Moreover, these unwritten rules had, or could be argued to have had, the same force or importance as the written down rules

It would be most interesting to know more precisely why Davin thought the games could be dangerous Was it the metal fittings in the boots of the footballers or the 'wild pulling' of the hurlers? The first set of rules do not reflect the concern he had expressed The list of fouls included in both sets of rules do not indicate as high a level of concern about the conduct of the opposing players as one might have expected after reading Davin's letter Hence it is very doubtful if Davin had any input to the first set of playing rules for either game

It is quite clear that the founding fathers were primarily concerned with establishing one game of football and one game of hurling which the Association would adopt as the national games Although they copied significant pieces of

5 O'Laol P *opus cit* p 17

legislation from other similar games which already had written down rules or laws, it would appear that they were concerned to ensure their preferred forms of the games differed enough from shinty, rugby and soccer to be regarded as distinctly different forms of a football and a ball and stick game. Many common features of play such as throwing, carrying and lifting the ball off the ground were proscribed to ensure this distinctiveness. However, the old 'rules' of the games were still in force in many areas for many years after 1885 until gradually absorbed or rescinded. In addition to engineering national forms of the games, it is clear from the first set of rules that dangerous behaviour and equipment were forbidden in the interests of safety of the players and the character of the game. This duty of care for the players can rightly be regarded as a strand of philosophic thought, as can the penalty for aggressive fouls which was instant dismissal. The fact that in hurling (but not in football) the boundary lines had to be five yards in from the fence showed a further concern for the players and probably the spectators too.

It is clear that the Killimor Rules had little if any influence on the first set of rules for hurling, and this casts some doubt over the date of them.

Given the excitement and the pressure on the officials of those first few months after November, 1884, a start had been made and, despite some curious omissions, a very good start nonetheless. The experience of formulating legislation and then enforcing it was a learning process soon recognised by both the founding fathers and the nationalist leaders of the country.

ANALYSIS OF FOOTBALL AND HURLING RULES 1886

There appear to have been two sets of rules for both football and hurling issued in the year 1886. The first set is not dated but estimated to be of 1886. This set of playing rules which appeared in the 1944 OFFICIAL RECORDS OF THE GAELIC ATHLETIC ASSOCIATION, See Appendix 1 p 15 may be an edited version of the 1885 playing rules. The second set of rules for 1886 may have been issued sometime between 1885 and June, 1887. While they are very similar to the 1885 rules, there are some interesting additions and omissions.

Rule six of hurling refers to "the commencement of each goal" rather than "the commencement of each half". It had been the custom for teams to change ends after a goal was scored hence this term.

Rule 12 Hurling seems to be a garbled version of the 1885 Rule.

Interestingly, Rule 12 states that when a player drives the ball over his own goal line, his opponents get a free puck from the ground twenty five yards out from the goal posts and 'Players whose goal it is to stand on the side line until the ball is struck' – a free puck at an empty goal! The penalty for the same incident in football is quite different. There the defenders have to be twenty five yards from 'a throw in from the goal line'!

This Rule 12 contains an extra paragraph which is a fairly detailed specification of

the hurling ball, and it refers to the hurley whereas no reference is made to the design of either the hurley or the ball in the 1885 rules. That there were significant differences in the size and weight of the hurling ball is understandable. The Tipperary ball was much bigger than the Galway ball which was later adopted.

In this edition of the football rules, Rule 9 seems to be a garbled version of Rule 9 of 1885, and in view of this, comparisons and analysis have to be treated with caution. Rule 10 of Football in this edition omits the reference to the dress of both hurlers and footballers contained in Rule 10 of the 1885 rules - 'The dress for hurling and football to be knee breeches and stockings and boots or shoes.'

(This set of playing rules from the Official Records of 1944 may have been copied from the 1885 set of rules but not copied very carefully.)

2 (a). ANALYSIS OF FOOTBALL RULES 1886 (estimated)

- Rule 1 – Specification (No. of players)
- Rule 2 – Control
- Rule 3 – Specification (size of ground)
- Rule 4 – Specification (Scoring space)
- Rule 5 – Set Play
- Rule 6 – Aggressive fouls, control
- Rule 7 – Specification (time)
- Rule 8 – Scores (goals only)
- Rule 9 – Set Play, Technical Fouls
- Rule 10 – Control, Specification (dangerous boots)

From this distribution of the rules it emerges that –

CONTROL is dealt with in Rules 1, 6, 10

SPECIFICATION is dealt with in Rules 1, 3, 4, 7, 10

PLAY is dealt with in Rules 5, 6, 8, 9

Of these four rules dealing with PLAY

THE PLAY is not covered by any rule

SET PLAY is dealt with in Rules 5, 9

TECHNICAL FOULS are dealt with in Rule 9

AGGRESSIVE FOULS are dealt with in Rule 6

DISSENT is not dealt with

DEFINITIONS – None

From this it emerges that

- Only four of the 10 rules deal with how the game is played
- The penalty for aggressive fouls is dismissal
- When a defender kicks the ball over his own goal line, play is restarted by an opponent throwing in the ball
- After a wide (or a score) play is restarted by a kick out, opponents to be at least 25 yards from the kicker (goalkeeper). No reference to penalty for breach of

this rule

- Dissent is not legislated for
- Team jerseys to be of different colours, dangerous boots forbidden
- There is no reference to The Play and no reference to wrestling

2(a) i. ANALYSIS OF FOOTBALL RULES, 1886 (later set)

The second set of football rules for 1886 is reported to be the same as the second set of hurling rules with three noted differences as well as the expected differences from a ball and stick game

On the basis of the above statement, the following changes were made to this set of Football Rules in 1886

- The size of the pitch was increased to 140 yards by 84 yards (+ 25%)
- The size and configuration of the scoring space was dramatically increased firstly by increasing the dimensions of the goal to that of hurling (+54%) and the introduction of the Australian type points posts
- Points were introduced but only counted if there were an equal number of goals
- An umpire to stand at each scoring space to watch for goals and points
- Cusack's amendments included in Rule 10 i.e. the ball was not to be lifted or carried when in play
- **Wrestling and handgrips henceforth forbidden (but not, it would appear, in hurling.)**
- Rule covering interference by bystanders with 'line' balls and scores
- Opponents now required to be 21 yards from kickout
- Referee may send a player off for all or part of a game (sin- bin idea), and may allow a substitute but only for a player injured by an opponent

A recommendation was added that all kit be of Irish manufacture

2 (b). ANALYSIS OF HURLING RULES, 1886 (estimated)

- Rule 1 – Specification (size of ground)
- Rule 2 – Specification (boundary lines)
- Rule 3 – Specification, Scores
- Rule 4 – Technical Fouls
- Rule 5 – Specification (No of players)
- Rule 6 – Control
- Rule 7 – Specification (Duration)
- Rule 8 – Set Play, Control
- Rule 9 – Aggressive Fouls
- Rule 10 – Aggressive Fouls
- Rule 11 – Set Play
- Rule 12 – Set Play, Specification (ball)

From this distribution of the rules, it emerges that –

CONTROL is dealt with in Rules 6, 8

SPECIFICATION is dealt with in Rules 1, 2, 3, 5, 7, 12

PLAY is dealt with in Rules 3, 4, 8, 9, 10, 11, 12

Of these seven rules dealing with PLAY –

THE PLAY is not covered by any rule

SET PLAY is dealt with in Rules 8, 11, 12

SCORES are dealt with in Rule 3

TECHNICAL FOULS are dealt with in Rule 4

AGGRESSIVE FOULS are dealt with in Rules 9, 10

DISSENT is not dealt with

DEFINITIONS – none

From this it emerges that –

- Seven of the 12 rules deal with the actual playing of the game but none of them state what the players may do
- The term ‘commencement of each goal’ in Rule 6 reflects the practice of changing ends after a goal is scored
- The ball which rebounds back into the ground is still in play
- The hurling ball is specified
- Rule 12 appears to be a garbled version of how play is restarted when the ball is played over the goal line and the end line by defenders and attackers
- The foul of butting with the head is not included in Rule 9 Intentional striking with the hurley is penalised by dismissal plus a free puck

2 (b) i. ANALYSIS OF HURLING RULES 1886.

Rule 1 – Specification (size of ground)

Rule 2 – Specification (No of players)

Rule 3 – Control

Rule 4 – Specification (scoring space)

Rule 5 – Set Play, Control

Rule 6 – Aggressive Fouls, Control (‘sin bin’ and substitution)

Rule 7 – Specification (time)

Rule 8 – Control, Set Play, Technical Fouls, Scores

Rule 9 – Scores (value of)

Rule 10 – Technical Fouls, The Play

Rule 11 – Control, Technical Fouls

Rule 12 – Set Play, Scores

Rule 13 – Specification (the ball)

From this distribution of the rules, it emerges that –

CONTROL is dealt with in Rules 3, 5, 6, 8, 11

SPECIFICATION is dealt with in Rules 1, 2, 4, 7, 13

PLAY is dealt with in Rules 5, 6, 8, 9, 10, 11, 12

Of the seven rules dealing with PLAY –

THE PLAY is dealt with in Rule 10

SET PLAY is dealt with in Rules 5, 8, 12

SCORES are dealt with in Rules 8 9 12

TECHNICAL FOULS are dealt with in Rules 8, 10, 11

AGGRESSIVE FOULS are dealt with in Rule 6

DISSENT is not covered

DEFINITIONS – none

From this it emerges that –

- Seven of the 13 rules deal with playing the game
- Specifications are still covered in five rules
- The hurling ball is specified in some detail
- Some details of The Play appear for the first time in Rule 10

Within the space of two years, two further sets of rules for each game had been produced. If the first of these sets estimated to have been produced in 1886 showed only minor changes to the 1884 rules. The second set of 1886 rules included very significant changes to the playing rules.

The most significant change was the introduction of points posts which increased the width of the scoring area in football from 15ft to 63ft or 420% and the width of the goals from 15ft to 21ft. In hurling, the area of the goal space was increased from 15ft by 8ft to 21ft by 10ft 6ins – according to the record.

These points posts were copied from the Australian Rules game.

The goal posts and crossbar were retained (The Australian Rules goal posts were tall posts without a crossbar). Part of the reason for the introduction of points posts may well have been frustration with too many draws and the points posts seemed to offer a solution. However, forfeit points were still in vogue in 1887 as can be seen from reports of matches in that year.⁶

Another important change was the power given to the referee to send a player off for part of the game and to allow a substitute but only for a player injured by an opponent.

The size and weight of the hurling ball was specified in an effort to keep size and weight within acceptable limits.

There is evidence in these three early sets of rules that the young association was concerned about the welfare of the players. However, the evidence that wrestling was banned in 1886 is not by any means conclusive.

Whether the distance opponents were required to be from the player taking a free puck was for the benefit of the free taker or the safety of the opponents may be a matter of conjecture. However, since this was reduced from 25yds to 21yds, it may well have been the former.

Interesting differences remained between the football and hurling rules such as restarting play after a line ball rebounded back into the ground may well be an example of a piece of legislation designed to reduce interruptions in the game though

6 THE CELTIC TIMES June 18, 1887 p 8 gives the reports of four games

- *At call of time, the Anacarty men had 1 goal, 1 point and 1 forfeit point to their credit Cullen, 2 points and 2 forfeit points*
- *In a LACKEN '67 v NEWTOWN RANGERS game the final score was Lacken 2 points and 1 forfeit point, to 2 points for Newtown*
The report of a juvenile match is very interesting *'The play of the Lawlors, Condon, Ryan, Carew, Hogan and Quane was simply perfection while for Lacken, Luddy, Herr, Lowry and White played in fine style At call of time the score stood – Rosanna, 1 goal 13 points (5 forfeits) Lacken 1 point*
- *FEACH M'HUGH 1ST AND 2ND XXI V STAR OF ERIN GOLDEN BALL BRANCH G A A Result Feach M'Hugh 1 goal 6 points and 4 forfeit points to 1 forfeit for Star of Erin*

with up to 40 outfield players it is difficult to imagine free flowing play especially in poor weather and pitch conditions

3. ANALYSIS OF HURLING RULES 1887.

[This set of Hurling Rules was published in THE CELTIC TIMES on June 18, 1887 The LAWS OF THE GAELIC ATHLETIC ASSOCIATION and conditions for GAA Championship in hurling and handball were included]

These rules came to hand after Appendix 1 was printed, hence they are reproduced in Part 2 of Appendix 2

- Rule 1 – Specification (Size of ground and markings)
- Rule 2 – Specification (Size of team)
- Rule 3 – Control (2 umpires and a referee), Set Play
- Rule 4 – Specification, Scores
- Rule 5 – Control, Set Play (conflicts with Set Play in Rule 3)
- Rule 6 – Aggressive fouls, Control
- Rule 7 – Specification (Duration of game – 1 hour)
- Rule 8 – Set Play, Control, Technical Fouls, Scores
- Rule 9 – Specification of Scores (for deciding result)
- Rule 10 – Technical Fouls, The Play
- Rule 11 – Control, Technical Fouls, Set Play
- Rule 12 – The Play, Set Play, Control
- Rule 13 – Specification (of ball), hurley may be of any pattern fancied

From this distribution of the rules, it emerges that –

THE PLAY is dealt with in Rules 10, 12

SET PLAY is dealt with in Rules 3, 5, 8, 11, 12

SCORES are dealt with in Rules 4, 8, 9

TECHNICAL FOULS are dealt with in Rules 8, 10, 11

AGGRESSIVE FOULS are dealt with in Rule 6

DISSENT is not covered in these rules

DEFINITIONS – none

These rules differ in some respects from those of 1886 Two of the more interesting changes are in Rules 8 and 12 For example, Rule 8 now specifies clearly that an official must throw in the sideline ball at right angles to the sideline towards the centre of the ground – presumably in the interests of fair play The same practice obtained in rugby

It is not clear why all players on the team taking the puck out should be in their own half of the field until the ball is struck Given that the ground could be 196yds long, this may not have been too constrictive but for smaller grounds, it would result in a very crowded half of the field

Importantly, a point was now awarded to the opposition when a player drove the ball over his own gaol line However, if driven over the goalline between the goal and points posts it shall count as three points, if through the goal it shall count a goal Remembering that forfeit points still counted although not referred to in the rules, an extraordinary range of scores had been introduced in two and a half years Under Rule

12 the referee may allow up to three points if the ball strikes a bystander at the endline This surely was a recipe for dissention, and would appear to be an example of 'going completely over the top' with new legislation in an attempt to solve the problem of too many draws Much simpler solutions were obvious If clarity was the objective, confusion was the more likely result

Rule 6 listed aggressive fouls However, the penalties were listed in a footnote to this rule

Rule 10 is interesting for 'Hitting both right and left is allowable' This suggests that previously the ball could only be struck one way as in hockey, hurley and shinty where it was a rule since the early 18th century

Even more interesting is Law 14 of The Laws of the Gaelic Athletic Association which appeared in THE CELTIC TIMES the same day

14 That no new rule shall be introduced, nor any of the foregoing altered, except at a meeting of the general committee called for the purpose At such meetings two-thirds of the affiliated clubs must be represented, and three- fourths of those present must agree to the question A fortnight's notice of motion to be given to the hon secs , who shall notify it to the affiliated clubs at least one week before the meeting

Since the first sets of rules were published, Cusack at least as has been recorded, and probably others of the executive, were given to publishing rules, amendments to rules or personal interpretations of what the rules entail and should be understood to mean This is understandable in the context of the times when the founding fathers were trying to define the game, and perhaps some of them were trying to demonstrate that their view of the game should prevail It is true to say that this practice by members of the executive was still discernable in the 1990's when amendments were made to rules without any reference to Congress ⁷

This practice underlines the fact that the early 'views' of the game which the founding fathers had were not always fully shared by the membership nor were they very clear

4 (a). ANALYSIS OF FOOTBALL RULES 1888

- Rule 1 – Specification
- Rule 2 – Specification
- Rule 3 – Control
- Rule 4 – Specification (of scoring space), Scores
- Rule 5 – Set Play
- Rule 6 – Aggressive fouls, Control
- Rule 7 – Specification
- Rule 8 – Set Play, Technical Fouls scoring
- Rule 9 – Scores (Goals points, value not related)
- Rule 10 – The Play, Technical Fouls (The Toss*)

⁷ Rule 4 21 of the 1992 Playing Rules of Football was inserted without reference to Congress This rule does not appear in the 1991 edition of The Playing Rules of Football and there was no rule changing Congress in the interval See Appendix 1 ps 509 an 547

Rule 11 – Set Play

Rule 12 – Set Play, Scores (by default)

Rule 13 – Control, Specification (Dress & boots)

* This is the first ‘definition’ of a technical term, THE TOSS See O G Part 2 1992 page 69

This analysis shows that –

SPECIFICATION is dealt with in Rules 1, 2, 4, 7, 13

CONTROL is dealt with in Rules 3, 6, 13

PLAY is dealt with in Rules 5, 6, 8, 12

Of the seven rules dealing with the playing of the game –

THE PLAY is dealt with in Rule 10

SET PLAY is dealt with in Rules 5, 8, 11, 12

SCORES are dealt with in Rules 4, 8, 9, 12

TECHNICAL FOULS are dealt with in Rules 8, 10

AGGRESSIVE FOULS are dealt with in Rule 6

DISSENT is not mentioned

DEFINITION (of the toss) is in Rule 10

Some significance can be read into the banning of nails and iron tips on the boots of footballers but not hurlers for it was still common practice for hurlers to play barefooted. However, since Rule 14 of FIRST RULES OF VICTORIAN FOOTBALL ASSOCIATION, 1877 has virtually the same wording, the early footwear of footballers (and hurlers) must have been quite frightening (implements!) O’Laoi records that on 4th April, 1886 while the South Tipperary hurlers wore rivets in the soles of their sandals, the Galway hurlers were barefoot

It is quite clear that many technical and aggressive fouls are not listed but left to the discretion of the referee, and many unwritten rules can be detected

The football is not specified

The similarity between some of these rules and those of Australian Football which were published eleven years previously is very significant

The penalty for playing the ball through own scoring space was a 40 yards free

4 (b). ANALYSIS OF THE LAWS OF HURLEY, 1888.

Rule 1 – Specification

Rule 2 – Specification

Rule 3 – Control

Rule 4 – Specification and Scores

Rule 5 – Set Play

Rule 6 – Aggressive Fouls, Control (Substitution)

Rule 7 – Specification

Rule 8 – Set Play

Rule 9 – Scores (Goals & points, value of point not related to a goal)

Rule 10 – Technical Fouls, The Play

Rule 11 – Set Play

Rule 12 – Set Play

Rule 13 – Specification (Ball, Dress)

This analysis shows that –

CONTROL is dealt with in Rules 3, 6

SPECIFICATION is dealt with in Rules 1, 2, 3, 4, 7

PLAY is dealt with in Rules 4, 5, 6, 8, 9, 10, 11, 12

Of these eight rules dealing with PLAY –

THE PLAY is dealt with in Rule 10

SET PLAY is dealt with in Rules 5, 8, 11, 12

SCORES are is dealt with in Rules 4, 9

TECHNICAL FOULS are dealt with in Rule 10

AGGRESSIVE FOULS are dealt with in Rule 6

DISSENT is not mentioned

DEFINITIONS – none

Players' dress is mentioned for the first time but not footwear, and the ball (sliothar) is specified

Points as well as goals could now be scored but their value was not related. Points only counted when goals were equal. Forfeit points which were conceded when a defender played the ball over his own end line were not mentioned. Five forfeit points equalled one point.

Butting with the head is mentioned now as an aggressive foul in hurling, but the list of such fouls is quite short indicating that a lot of unwritten rules still operated.

A note in THE ANNALS OF THE G A A 1936-37 (Official Record of the Association) states that the points posts were introduced in 1886 and the forfeit points were abolished at the Congress on 4th January, 1888.

It is almost certain that the playing rules were altered every year and, it would appear even more often and, indeed, sometimes without reference to Central Council which had to warn Cusack against this practice of changing rules without its authority.

COMPARISON OF RULES OF FOOTBALL AND HURLING – 1888

By 1888, the rules of the two games were more or less parallel in that Rule 'n' in hurling is the equivalent of Rule 'n' in football.

The goalposts were now the same distance apart but the crossbar in hurling was at 10' 6" or 2' 6" higher than in football which is very sensible. The size of the pitch and the length of the game were now the same although hurling requires a much larger field of play.

Clearly there was a determined effort to write the rules down in parallel but there is no evidence that any distinction was seen or made between the rules of control, play

or specification The standardisation of the playing rules of these two dissimilar games was now a clear policy

Many features of play like handgrips and wrestling are not even mentioned, and the list of fouls is much shorter than expected If dissent with an official was prevalent, it is not reflected in the rules

Over this three year period from the first set of official written rules, there were some very significant changes For example the area of the football pitch almost trebled from 9, 600 sq yds (c 2 acres) to 27, 440 sq yards (over 5 1/2 acres) while the size of the hurling pitch was reduced by from 30, 000 to 27, 440 sq yds – by over half an acre

Goal Umpires were introduced (In addition to side -line umpires)

Two very significant changes occurred in the dimensions of the scoring area

Firstly, the goal posts in both games were now 21 ft apart and secondly, points posts were set outside each of the four goal posts at a distance of 21 ft along the endline

A Point now counted if the teams had not scored a goal or if each scored an equal number of goals A point was scored when an attacking player drove the ball over his opponents' bar or between the points posts and the goal posts Although forfeit points were abandoned at the Congress on 4 January, 1888, they were never mentioned in the playing rules

The value of a point in relation to a goal was not specified because this was the first step in the refinement of scores which reduced the number of draws When a defending player played the ball over his own goal line (outside the goal posts) or over his own crossbar a 'free in' was awarded from 20 yards in 1885 and from 40 yards in 1888

It is quite clear that the idea of points posts was copied from the Australian game as was the rule regarding nails and iron tips on boots which is virtually the same wording as that which appeared in the first rules of the Victorian Football Association of 1877 eleven years earlier

No player wearing projecting nails, iron plates or gutta percha (a tough plastic substance) on any part of his boots or shoes shall be allowed to play in a match

Other similarities are to be found in both the statements of the rules, the fouls and specific permissions

Overall, it is true to say that the 1888 edition of the rules of hurling and football borrowed extensively from the rules already in use in Australian Football, and echoed some of the existing legislation of shinty

For this reason one has to be careful in trying to assess which, if any, of the functions or characteristics of the earliest rules of gaelic football and hurling had an underlying philosophy of their own

It would be fair to claim that the early rules which sought to protect the players by banning dangerous footwear reflected a recognition that the rules should provide for the safety and well-being of the players If our rules had predated those of Australian football, it would be more plausible to argue that this concern for the welfare of the players originated within the Association

Lifting the ball off the ground and throwing the ball were clearly specified as fouls

in Australian football many years before the GAA was founded

Between 1885 and 1888, some very interesting changes and innovations took place which are recorded in ANNALS OF THE G A A IN GALWAY by Padraic O'Laol –

- The first time a field was clearly marked out with flags spaced at 20 yard intervals was on Easter Monday, 26/4/86 in Athlone when Athenry played Clara
- The teams were placed in named positions See Diagrams 1 and 2 on ps 666 and 667
- The Parish Rule was introduced in 1887
- On 22/4/'88, Tuam beat Belclare in a 12-a-side game
- On 6th March, 1887, Kiltrickle played Mullagh – 'The usual number twenty two on each side played and finer play could not be witnessed (Emphasis added – more likely to have been 21- a- side at this time)
- Miltown played Claremorris on 14/12/88 and a player from each side was sent off for a period This is the first recorded example of the 'sin bin' penalty

Since many of the changes, innovations and items of interest especially with regard to the playing and refereeing of the game in this period were reported in detail in the Connaught papers of the day, it is quite clear that the reporters were very well acquainted with the playing rules of the day and of the past It is to their everlasting credit that they took their job so seriously despite the fact that the rules were overlapping with the old unwritten rules, and were subject to frequent changes Getting a good position from which to view and report on the game must have been extremely difficult at times

5 (a). ANALYSIS OF FOOTBALL RULES, OFFICIAL GUIDE, 1889

- Rule 1 – Specification (min pitch size 84 yds x 140 yds)
- Rule 2 – Specification (Team size 14 – 21 players)
- Rule 3 – Control, Set Play (Throw-up ball to start game)
- Rule 4 – Specification, Scores (Goals Points)
- Rule 5 – Set Play (All players in middle at start of game)
- Rule 6 – Aggressive Fouls (penalties), Control, Specification
- Rule 7 – Specification (One hour or as agreed)
- Rule 8 – Set Play, Technical Fouls, 40yd free kick, The Play
- Rule 9 – Scores (Goal and points but no relative values)
- Rule 10 – The Play, Definition (The toss)
- Rule 11 – Set Play, Technical Fouls, Ref discretion w r t frees
- Rule 12 – Set Play, Scores (by default), The Play
- Rule 13 – Control, (Power of Ref), Specification of boots Dress

From this analysis it emerges that –

SPECIFICATION is dealt with in Rules 1, 2, 4, 6, 7, 13

CONTROL is dealt with in Rules 3, 6, 13

PLAY is dealt with in Rules 3-6, 8, 9, 10, 11, 12

Of the 9 rules dealing with PLAY

THE PLAY is dealt with in Rules 8 10, 12

SET PLAY is dealt with in Rules 3, 5, 8, 11, 12

SCORES are dealt with in Rules 4, 9, 12

TECHNICAL FOULS are dealt with in Rules 8, 11

AGGRESSIVE FOULS are dealt with in Rule 6

DISSENT is not mentioned

DEFINITION – the Note in Rule 10 is a ‘definition’ of the toss

The Referee’s discretionary powers are quite interesting He may award a free if he thinks fit, and he may dismiss a player for part of the game

Substitution is only allowed for an injured player

The dimension of the goal space is much smaller (21 feet by 8 feet) than hurling (21 feet by 10 5 feet)

The specifications (or warning) about manufacture of boots is most interesting The leather bars across the sole were for grip The nails and iron tips were forbidden!

The penalty for playing the ball over own endline outside the scoring area was a 40 yards free kick However, playing the ball through own scoring area now counted as a score All kicks out were from the same place

The legislation was increasing slowly and becoming more detailed and sophisticated in some respects especially with regard to the powers and duties of the Referee

With only one umpire to adjudicate on scores, differences of opinion must have arisen not just because the scoring space was 63 feet wide but also because the “crossbar” was usually a tape which could be pulled down! It would not be long till a second umpire was introduced

5 (b). ANALYSIS OF HURLING RULES, OFFICIAL GUIDE, 1889.

Rule 1 – Specification

Rule 2 – Specification

Rule 3 – Control

Rule 4 – Specification, Scores

Rule 5 – Set Play

Rule 6 – Aggressive fouls, Control (‘sin bin’), Specification

Rule 7 – Specification

Rule 8 – Set Play, Technical Foul, The Play, Specification

Rule 9 – Scores (Points count but not related to goal)

Rule 10 – Technical Fouls, The Play

Rule 11 – Control, Technical Fouls, The Play

Rule 12 – Set Play, Control, (Ref’s discretion re scores)

Rule 13 – Specification (of the ball), Specification (of players dress, ball)

SPECIFICATION is dealt with in Rules 1, 2, 4, 6, 7, 8, 13

CONTROL is dealt with in Rules 3, 6, 12

PLAY is dealt with in Rules 4, 5, 8, 9, 10, 11, 12

Of the seven rules dealing with the playing of the game –

THE PLAY is dealt with in Rules 8, 11
 SET PLAY is dealt with in Rules 5, 8, 12
 SCORES are dealt with in Rules 9, 12
 TECHNICAL FOULS are dealt with in Rules 8, 11
 AGGRESSIVE FOULS are dealt with in Rule 6
 DISSENT is not dealt with
 DEFINITIONS – none

With the point posts 63 ft apart and only one umpire to control this area, it is not surprising that a wire or rope fence was specified to be erected behind the entire scoring area to keep the spectators out

At the start of the game, the referee could only throw the ball along the ground – not up over players heads

The side line ball had to be thrown in at right angles to the side line – as in rugby

All players on the team taking a puck-out had to be in their own half of the field. Players opposing the puck-out had to be 21 yards out till ball was pucked. This must have led to crowding of one half of the field.

If a defender plays the ball into his own points scoring space, the opposition get a 40 yard free puck. For free pucks, opponents had to be 21 yards away but own players had no such restriction.

The use of the term ‘hitting right and left is allowable’ reflects the fact that there had been a restriction on how the ball could be hit when being played on the ground by two or more players.

Note (3) of Rule 12 is a remarkable statement of conditions for deflected scores and overs (wides). It does not make sense (see p 643).

As well as Football and Hurling, the rules of Handball, Athletic Sports – weight throwing and jumping, pole jumping, races, Wrestling – Catch-as-catch-can, Collar and Elbow, Greco Roman, Catch-Hold were retained in the Official Guide.

Adverts for footballs, hurleys, hurling balls, shin pads and ear guards showed that the commercial side of the game was growing fast.

An interesting diagram of team lineouts appears on p 48. This illustrates the positions of players on two 17-a-side teams. However since it shows seven defenders marking two attackers at each end of the field, this may account for the low and zero scoring in many games or simply that this was just a ‘helpful’ suggestion. From this it appears that there was no goalkeeper then, and the goalposts extended above the cross-bar contrary to Rule 4¹ – neither of which is true. See Diagrams of 17-a-side and 21-a-side team placement Appendix 1 ps 30, 38.

Whoever was responsible for drawing the team lineout diagram for the 1889 Official Guide would not appear to have had much experience as a player. Before leaving the Official Guide of 1889 containing the above rules which were obviously determined a year earlier, several interesting features of the Official Guide deserve a mention.

The production of this edition of the Guide contained a lot of advertising. Indeed the front cover is largely given over to an advert for Singer Sewing Machines. “Price from £4 4s 10 per cent Discount for Cash or on Hire, 2/6 per Week.”

Commercialism had arrived on the cover of the 'bible'

Three different makers of footballs, hurley and hurling balls took full page adverts – Murray's, Robinson's and Laurence's – who all proclaimed theirs to be the best and tested ball available. Interestingly, Laurence's gaelic Match Ball is described as 'Champion and New Endless Balls, Specially made for "The Gaelic" Association'. Was this 'endless' to distinguish it from the rugby ball which was manufactured in England many years earlier, and which was specified for use in various sets of Australian football rules? In any event, on 20th April, 1889, the Secretary of the Clonberne G A A Club (Galway) was ordered to write to Cork for an 'Endless Football'

More importantly, on 4th October, 1889, at a meeting of Central Council at Limerick Junction, it was decided to ask County Committees to purchase "at least one pound's worth of Rule Books". On the same date, the Galway County Committee did exactly that.

Perhaps one of the most important and far reaching decisions ever made by the Annual Convention of the GAA was made on 6th November, 1889 in the YM Society Hall in Thurles. The TUAM NEWS reported that-

"An important factor in the day's work was a resolution that the Central Executive for the purpose of reviving the rules should communicate with the County Secretaries for suggestions as to changes in the rules. Any rules amended to be inserted in a leaflet at the last page of the present rule books."

This decision was to have a most significant impact on the future of the legislation for the playing rules. Although the reason for this democratisation of the legislative process may well have been a feeling of inadequacy on the part of the executive as much as a need to involve the counties in the formulation of playing rules to ensure their acceptance and implementation, it was to lead to situations where Annual Congress could not deal with the volume of proposals.

Eventually, this policy led to the co-ordination of the playing rules by Pádraig O'Caoimh. This ambivalent approach to the formulation of playing rules was to lead to other more serious and degenerative practices such as formulating the rules to facilitate the dual referees, and attempts to change the rules wholesale to facilitate international games with Australian Rules teams.

On 1st August, 1890, Michael Davitt was presenting prizes at a sports meeting in Dublin when he said

This great organisation has conferred many benefits on the muscle and manhood of Ireland and not the least amongst them was that of teaching the young men of Ireland their own laws in their own games. If we can make our own laws with reference to our pastimes, we can make our own laws in more serious matters.

One is left to wonder if Davitt would have advocated the GAA's process of legislation after Home Rule or in a United Ireland?

Perhaps more interesting is the list of other products and offers from Robinson and Murray. See Appendix 1, p. 34. Significantly, Robinson offers the latest set of Gaelic Rules for 7p – post free, and his wares include Ankle Guards, 3s-0p, Ear Guards 3s-0p, and Shin Guards 2s-0p.

While Murray offered shin guards, his were 1s and 1s-6p per pair 'Boot Studs, 9d per doz to prevent slipping' – as opposed to other uses implied or referred to in the rules. Judged against the weekly wages of the time, these prices were very high indeed.

There is no doubt that the commercial potential of the games was clearly recognised well over one hundred years ago, and it could be exploited to the benefit of the games, the Association and the manufacturers.

A comparison of Football and Hurling Rules of 1889 shows them to be essentially the same because the Football Rules were virtually the same wording and only the following paragraphs were inserted in Rules 8 and 12 in the Rules of Hurling –

- (1) When a free puck is given the players may be in any part of the field they like, provided the striker's opponents stand 21 yards from the ball on every side until it is touched. In any free puck except the free puck from the goal, the ball can be struck in two ways only: 1 – Strike the ball on the ground; 2 – Lift the ball with the hurley and strike it off the hurley. The ball cannot be taken in the hand when lifted with the hurley in a free puck though lawful in all other cases.
- (2) The free puck from the goal must be taken from between the goal posts. Well regulated fields are paled in. When the field is not paled in a wire of rope should run from one point post to the other, forming a semicircle behind the goal. None but the umpires or players to be allowed inside the enclosure.
- (3) If a ball that would have crossed the line without interruption after being struck by a player striving to score, meets the hurley or person of a player in the defence and yet crosses the line, that ball counts where it then goes. If it goes through the goal it is a goal, if a point it is a point, if an over it is an over. It is a ball that otherwise would not have crossed the line, but for going off a hurley or person of a player in the defence, that demands a 40-yards free puck (e.g.) A ball after being stopped, or a ball travelling parallel to the line, or in any direction not facing the line, and goes off the hurley or person of a player in the defence across the line, then a 40-yards free puck is given, except it goes through the goal, if so it is a goal.

The above three paragraphs are examples of an extraordinary inability to make a simple statement about a facet of the game. One can only guess under what conditions these notes were inserted in the 1889 O.G.

While this edition of the Official Guide did not contain much in the way of innovation in the Playing Rules, it did give some interesting hints on training and diet⁸ which may sound amusing today but did reflect the Association's earnestness to be of assistance to competitors.

HINTS ON TRAINING FOR ATHLETICS

Many members of the Gaelic Athletic Association wish to take part in athletic competitions, but have not opportunities for training. To such the following hints may be useful. Those who wish to go in for a regular course of training will find some good books on the subject published by experienced men. In very strict training the assistance of a trainer is necessary.

TRAINING FOR ATHLETICS

Any person in training should be out of bed at 6 o'clock, a.m., in summer and

6. ANALYSIS OF FOOTBALL RULES 1895

- Rule 1 – Specification (inc 7 yd sq), Set Play
- Rule 2 – Specification 17-a-side (exactly),
- Rule 3 – Control, The Play, Players right to appeal, Administration
N B Functions of Linesmen
- Rule 4 – Specification (Scoring area), Definitions (of scores), The Play
- Rule 5 – Set Play (32 players in midfield at start and re-start)
- Rule 6 – Aggressive fouls (Penalties for foul play), The Play, (legal charge), Dissent (and retaliation)
- Rule 7 – Specification (time and extra time) Control
- Rule 8 – Set Play, The Play, Technical Fouls, Control (extra time for delays), (50 yards free), Scores
- Rule 9 – Scores (Goal = 5 points),
- Rule 10 – The Play, Technical Fouls, Definitions (of carrying bouncing, drop kick, punt), Aggressive Fouls
- Rule 11 – Set Play, Technical Foul, The Play

7 30 a m in winter Have a cold bath or a swim in summertime, not staying too long in the water If bath or swim be not available, sponge the body with cold water Rub well all over the body with a coarse towel Take a walk of a couple of miles before breakfast if the weather is suitable Severe exercise before breakfast is not good Breakfast at 9 o'clock About two hours after breakfast practice whatever event you intend to compete for Avoid over-exertion, and beware of getting chilled after exercise It will be necessary to try out now and again, but never do so much work in one day as will make you feel unfit for work on the next It is best to take the principal practice at the time of the day on which the actual contest is to take place Dinner at 2 o'clock Rest for an hour after dinner, then walk about for an hour or two If a gymnasium be convenient avail of it to exercise with Indian clubs, &c The evening meal shall be taken about 6 o'clock, p m Bed at 10 o'clock, p m

DIET

Breakfast – Beefsteak, lean mutton chop, or eggs (the meat is to be broiled), stale bread, or bread that has been baked two days before use Home-made bread is best Very little butter should be used

Tea – Two cups, with little milk or sugar If no sugar all the better

Dinner – Fresh beef and mutton, as at breakfast (the meat need not be underdone, as some recommend), fish or fowl for a change, bread, a few potatoes, a little of any other vegetables that are found to agree – ripe fruit will do no harm About one pint of beer, and one or two glasses of wine are allowed, but we have known men who could get into good condition without using either

The evening meal may be bread and tea, as at breakfast, and a pint of oaten meal gruel will be found beneficial to any with whom it agrees

Much has been written on the subject of diet for men in training, and there is no doubt but diet has a great deal to do with what is known as condition Some men can get themselves into fair condition on almost any kind of wholesome food It is well to find out what agrees best with the constitution

Proper diet and regular exercise will do much to improve any man, but will not make every man an athlete We have seen men who have availed of every means and opportunity of training, and who after all were only very moderate performers While, on the other hand, we have seen feats of strength, activity, and endurance performed by men who could not be very choice in the diet and who had little opportunity for training

- Rule 12 – Specification – no subs allowed
- Rule 13 – Control, Set Play (Ref hops ball),
- Rule 14 – Specification (boots, studs, ball), Control (Ref has duty to check boots)
- Rule 15 – Dissent, Aggressive Fouls
- Rule 16 – Dissent
- Rule 17 – Club responsible for conduct of its players No gambling by officials or players

Two further rules deal with specifications –

- Rule 9 – Administration (last para) deals with compulsory club colours
- Rule 8 of HURLING AND FOOTBALL CHAMPIONSHIP provides for extra time

*Numbers in brackets refer to Administrative Rules

CONTROL is dealt with in Rules 3, 7, 8, 13, 14

SPECIFICATION is dealt with in Rule 1, 2, 4, 7, 9, 12, 14, (8, 9)

PLAY is dealt with in Rules 1, 2, 4-8, 10, 11, 13, 15

Of these eleven rules dealing with Play –

THE PLAY is dealt with in Rules 3, 4, 6, 8, 10, 11

SET PLAY is dealt with in Rules 1, 5, 8, 11, 13

SCORES are dealt with in Rules 8, 9

TECHNICAL FOULS are dealt with in Rules 8, 10, 11

AGGRESSIVE FOULS are dealt with in Rules 6, 10, 15

DISSENT is dealt with in Rules 6, 15, 16

DEFINITIONS are dealt with in Rules 4, 10

The number of rules for playing football increased from 12 to 21 over the period 1889 to 1895 Other editions of the rules were published in this period but they are not to hand Significant changes were made in 1892 of which the more important were –

- 1 The team that won the county championship have the option of selecting players from other clubs to assist them in inter county and inter provincial games
- 2 The number of players was reduced from twenty one to seventeen a side
- 3 Five points became equal to a goal

Note In his history of the G A A 1910-1930 Phil Ó'Neill ("Shabh Ruadh") stated that,

Previous to 1892 forfeit points were allowed, five were equal to an ordinary point A forfeit point was allowed when a player of the defending side hit or kicked the ball over his own line After 1892 a fifty yard free kick or puck was substituted In 1910 the hurling puck was extended from 50 to 70 yards

- 4 The scoring area was 7 yards between each post or 63 feet in all

However, it should be pointed out that this resume is not in accordance with the Official Guide

By 1895, the dimensions of the pitch were changed, and significant tolerances introduced with the minimum and maximum dimensions

21 yards and 50 yards lines were introduced together with a 7 yard square in front of the goal posts. This square gave rise to the term “square ball”. Although this square was reduced in size firstly to 6 yards in 1901 and later to 5 yards in 1907, and disappeared altogether from field markings in 1910, the term ‘square ball’ survives today over 100 years later.

Team size was fixed at 17-a-side exactly.

The powers and duties of match officials were given in great detail. It is very interesting to note that linesmen can call the referee’s attention to rough or foul play.

The term ‘upright posts’ is replaced with ‘points posts’.

Rule 6 made it quite clear that no player shall be charged or in any way interfered with unless he is playing the ball.

Playing the ball over own end line outside the scoring area was now penalised by a 50 yard free kick and remains the equivalent of this today. A long list of aggressive fouls enters the rules together with definitions of some fouls e.g. tripping and holding.

Importantly, points began to count as scores independently of goals. The value of a goal was now five points. According to the 1930 Official Guide p 182, the five point value of a goal was introduced in 1892, and the team size reduced from twenty one to seventeen.

This 5 point value of the goal was in force for just three years. It would be interesting to know why this value was chosen and why it was revised so quickly. The fact that a point was equal to five forfeit points may have had something to do with it.

Interestingly, Rule 10 said it was illegal “to throw the ball against the ground”. It had to be struck with the fist. This is perhaps the earliest example of where the determination of the legislators to prevent throwing the ball resulted in silly rules being introduced.

The players had to strike the ball with their hands against the ground for a bounce! However, for the first time footballers were allowed to carry the ball in their hands for four steps. This was a very important change.

Presumably they did not have to strike the ball against the foot when kicking it because a note at the end of Rule 10 in the 1889 Rules retained the interesting provision – ‘There is nothing in this rule to prevent the player throwing the ball a little in front to allow himself more freedom in kicking it’ – what we call A Toss today!

Definitions of the various forms of the kick began to appear. The punt and drop kick were defined in precisely the same words as those used twenty one years earlier in the 1874 edition of The Victorian Rules of Football.

The ball had to be kicked immediately when caught.

Clearly the legislators were not players. This hang-up about throwing the ball was to be a bone of contention for 95 years until The Throw, The Toss and The Bounce were defined and officially accepted in late 1990. However, some remnants of the thinking behind this type of legislation still remain in the current limitation on changing the ball from one hand to the other.

It is difficult to be sure why ‘The ball must not be allowed to rest dead on the hand except when caught on the fly’. Since carrying was not allowed, players were obviously experimenting with ways of retaining possession of the ball, and since the toe-tap had not arrived, “tipping” with the hand and “resting on the hand” were tried and found unacceptable.

Substitution was obviously being discussed but was firmly forbidden by Rule 12 even for an injured player as provided in 1889

The boots of the players must have been quite fearsome for now referees were duty bound to ensure that players did not use “nails or iron tips” Pointed or conical studs were forbidden

“Improper language” and “Irritating Language” were specified as fouls

The term Linesman was introduced, and the field umpires who may not have been outside the lines while officiating got a new name and function

Player safety was provided for by this type of rule Clearly, boots were used to injure opponents, and it does not take much imagination to visualise the damage that could be done by these steel weapons protruding from the boots

This rule remained for fifty years until dropped when the rules were combined in 1950

Clubs were held responsible for the conduct of their players and the legislation reflects both a high level of indiscipline and a determination to reduce or eliminate it

In this respect, the rules reflect definite strands of philosophic thought which were followed up by legislation Concern for the safety of the players, concern about the level of discipline and respect for both the playing rules and officials are clearly reflected in the legislation

“On 10th March, 1895 a football match was played between Athenry and Dunmore in which it was reported that ‘not a single infringement occurred’ which deserves to be recorded in GAA annals” O’Laogáin recorded this fact

The full set of hurling rules for 1895 was not found However, a list of the changes made to the previous set of hurling rules appears on p 46 of Appendix 1 These should be treated with some caution for Rule 4, for example, refers to ‘A forfeit puck’⁹

At a meeting of the Central Council 1 June, 1895, it was decided that ‘Catching the ball on the hop was illegal’ and that ‘On catching the ball, the player must at once kick or fist it’ Although the first of these rule changes was soon abandoned, it emphasised the absence of agreement about how football should be played Not surprisingly, a decade later, this led to a long and serious attempt to abolish catching the ball in football

Between 1889 and 1895, the debate about the playing rules of both games must have been quite furious and irrational In 1889, the Kerry Co Board adopted a set of nine amendments to the playing rules for both games At the Co Meath Convention on 29 April, 1894⁹ a set of amendments to the rules of football was adopted These were both interesting and very dangerous developments for if all the counties had decided to draw up their own playing rules, all the good work of Cusack would have been destroyed, and the games would effectively be back in the pre-foundation era when rules were drawn up on the day, and the rules depended on the competing teams

The need for a single set of rules was argued urgently in the preface to the Rules of the Shinty Association, 1877 See p 897

⁹ See Appendix 1, p 40

7 (a). ANALYSIS OF FOOTBALL RULES 1896/97

- Rule 1 – Specification, Set Play
- Rule 2 – Specification plus encroachment
- Rule 3 – Specification, Control
- Rule 4 – Specification
- Rule 5 – Specification of the football – for the first time
- Rule 6 – Control – Referee, 4 umpires and 2 linesmen
- Rule 7 – Control and Appeal procedures
- Rule 8 – Control – when to blow whistle
- Rule 9 – Control
- Rule 10 – Control
- Rule 11 – Control (Sole duty of linesmen)
- Rule 12 – Control (Sole duty of umpires) The Play, Definition (the ball in play)
- Rule 13 – Set Play
- Rule 14 – Aggressive Fouls and Penalties
- Rule 15 – Aggressive Fouls and Penalties
- Rule 16 – Specification (time), Scores
- Rule 17 – Control
- Rule 18 – Control of Set Play
- Rule 19 – Set Play, Technical Fouls
- Rule 20 – Set Play, Technical Fouls, Scores (Technical Fouls)
- Rule 21 – Scores Goal = 3 points Greater number of points wins
- Rule 22 – Dissent (threats on Referee)
- Rule 23 – Dissent (leaving the field)
- Rule 24 – Dissent by Spectators, Team officials, Betting by officials
- Rule 25 – Scores
- Rule 26 – Set Play, Scores (potential)
- Rule 27 – The Play, Technical fouls, Definition of kicks & throw, Aggressive fouls

Although the final rule(s) are missing Probably half a page – possibly one or two more rules, it emerges that –

CONTROL is dealt with in Rules 3, 4, 6-12, 17, 18, 24

SPECIFICATIONS are dealt with in Rules 1-5, 16, (28/29)

PLAY is dealt with in Rules 1, 12-16, 18-23, 25-27

This analysis shows that a dramatic increase in the number of rules from 13 to over 27 probably 29 or 30 for there are two if not three rules one would expect to be there For example, a rule dealing with dangerous footwear, dress and the specifications of the football (now being manufactured by several firms) was missing

However

THE PLAY is dealt with in Rules 12 and 27

SET PLAY is dealt with in Rules 1, 13, 18, 19, 20, 26

SCORES are dealt with in Rules 16, 20, 21, 25, 26

TECHNICAL FOULS are dealt with in Rules 14, 15
AGGRESSIVE FOULS are dealt with in Rules 14, 15
DISSENT is dealt with in Rules 22, 23, (24 external)
DEFINITIONS are dealt with in Rules 12, 15, 21, 27 ,

It is interesting to note part of Rule 24 forbids any of the officials to make bets on the outcome of a game

The most obvious change in this set of football rules from those issued in 1889 is the dramatic increase in the number of rules from 13 to 27 probably 29 or 30 In particular, no less than 15 rules now deal with PLAY and this indicates a great rate of differentiation of proper performance from foul (technical) play, and a realisation that it was no longer sufficient to rely on unwritten rules Clearly all concerned with the game were becoming conscious of the need for detailed legislation

As in Hurling, dissent features in a big way and there are clear signs that this dissent was not confined to the players because Clubs were now enjoined in rules designed to control the behaviour of both the Club officials and supporters

There is still no clear evidence that those formulating the playing rules and later publishing them saw any need to draw together rules dealing with the same subject like scores, for example, which were now dealt with in five separate rules

Significantly however, aggressive fouls were only referred to in two rules which indicates that some fouls at least were still not written down and their definition left to the referee's judgement Technical fouls are confined to three rules and often appear by way of clarification of Set Play rather than as fouls in their own right

The 7yd square was retained for the purpose of ensuring the ball is kicked out from this area (Rule 20), and opponents must not come 'nearer than the 21 yard line till the ball is kicked'

The function of this and subsequent squares was to be extended to include much more than restricting the area from which kicks out were taken This was to be the origin of a marking of the field of play which remains contentious even today – if for quite different reasons

As in hurling, the number of match officials now reached seven yet, interestingly, one of the functions of the linesman (line umpire) was now transferred (in football only) to the players who could now throw the ball back into play in any direction – not just at right angles (as in hurling) – provided this player had 'one foot, at least, on the ground outside the side line at the time of throwing (as in soccer), and must not hold the ball by the lace or throng' The thrower-in could not play the ball himself until another player had touched it Nor could the thrower-in score direct with the side line throw In hurling, the line ball was thrown back into play by the referee or linesman

Both the punt kick (or the direct kick) from the hands and the drop-kick are defined in Rule 27, and the wording resembles so closely the definitions of these forms of kick which appear in the 1877 edition of The Victorian Football Association that it is fair to conclude they were copied from that game See Part 2 of this Appendix, p 813

Interestingly, this same Rule 27 defined as equivalent to a throw (which was a forbidden technical foul) the act of 'Hopping the ball against the ground with one hand or both hands, after catching it' Earlier sets of rules and probably in this set

of rules (probably No 28 or 29) accepted that it was not a foul (to throw) or toss the ball in preparation for kicking it See Football Rule 10 of 1889 (Appendix 1, p 33)

This specific permission disappeared from the rules later, and the argument about the nature of this preparatory action for kicking the ball from the hands inevitably surfaced again This item was finally settled when the term THE TOSS was included in the 1991 set of playing rules

All fields of play now had to have 'a proper railing, fence or enclosure to keep spectators off the field of play'

The dimensions of the scoring space are illustrated in Appendix 1 where the diagrams in The Summaries of Specifications facilitate comparisons with the dimensions of subsequent changes

From the 1885 edition of the rules up to and including this 1896/97 edition there is little if any evidence of an overall philosophy which guided the formulation and publication of playing rules

This does not exclude some philosophical elements such as legislating for the safety of the players, and respect for the referee and the rules

The formulation of the playing rules of football and hurling up to and including this edition did not reflect an awareness of many functions of the playing rules or characteristics of playing rules particularly the need for rules to be discrete – the need to list all the things which were regarded as fouls rather than give one or two examples Legislation by inference is inherently flawed

On the other hand, the rules reflected a great deal of copying, almost verbatim in many cases, from the rules of another game even to the extent of copying naive definitions of types of kick for example

There is still no clear evidence that those who formulated playing rules had either a good technical grasp of even the basic principles of play or an overall plan of how they felt the game should develop

In absence of these fundamental requirements for the production of sound legislation, it is not surprising that the rules became so numerous, so poorly presented and prone to suggestions from outside sources

7 (b). ANALYSIS OF HURLING RULES. 1896/97

Rule 1 – Specifications, Set Play, (First square – 7yds x 7 yds)

Rule 2 – Specification (17 players, no more, no less)

Rule 3 – Control

Rule 4 – Specification, Scores

Rule 5 – Control (Whistle & copy of rules for Referee), The Play

Rule 6 – Set Play

Rule 7 – Aggressive Fouls (& penalties), Partial definitions of some terms

Rule 8 – Control, Specification

Rule 9 – Set Play, The Play, Technical Fouls

Rule 10 – Set Play

Rule 11 – Set Play, Control, Scores

Rule 12 – Scores, Value of points defined Goal = 3 points

Rule 13 – Technical Fouls, The Play

- Rule 14 – Set Play, Technical Fouls
- Rule 15 – Set Play, Scores (potential)
- Rule 16 – Specification (of ball)
- Rule 17 – Dissent and penalty
- Rule 18 – No specification for hurley (any pattern fancied)
- Rule 19 – Control
- Rule 20 – Control, Specifications (Boots with dangerous spikes and studs carry a penalty of disqualification)
- Rule 21 – Dissent – threatening or insulting the referee (12 months)
- Rule 22 – Control of players, officials (club) and spectators by Club
No betting by officials (referee, linesmen or umpires)

From this analysis it emerges that –

CONTROL is dealt with in Rules 3, 4, 8, 19, 20, 22

SPECIFICATION is dealt with in Rules 1, 2, 4, 8, 16, 20

PLAY is dealt with in Rules 4, 5, 6, 7, 9-18

and of these 14 rules –

THE PLAY is dealt with in Rules 5, 9, 13

SET PLAY is dealt with in Rules 6, 9, 10, 11, 14, 15

SCORES are dealt with in Rules 4, 11, 12, 15

TECHNICAL FOULS are dealt with in Rules 9, 13, 14

AGGRESSIVE FOULS are dealt with in Rule 7

DISSENT is dealt with in Rules 17, 21 (22)

DEFINITIONS are dealt with in Rule 7, 12 (Goal = 3 points H & F)

This analysis shows that the number of rules increased from 13 to 22 or by 59%

The most obvious changes in this edition of the playing rules of hurling is the 59% increase in the number of rules Dissent features in a dramatic fashion – twelve months suspension for a player, and the onus thrust on clubs to control their spectators and own officials

The value of a point was increased from 1/5 to 1/3 of a goal and the greater number of points wins

The square 7yds x 7yds was retained to control place of puck out

Although this was the only true square ever marked on a gaelic pitch and lasted in decreasing sizes up to 1907, reference to “the square” and “the square ball” are common to this day even by match commentators who ignore the fact that these terms are almost ninety years out of date!

These Rules require the referee to have both a whistle and a copy of the rules It is very interesting to note that players could appeal any decision other than that of a score Moreover, that the referee “shall give his decision in writing (on appeals by players) to the respective Captains before leaving the ground” introduced a startling change in this aspect of the rules of Control

There is more evidence of fouls similar to those in Australian football being identified and mentioned The Victorian Football Rules of 1877 included five definitions – one of which was Rabbiting This was defined as ‘one player stooping

down so as to cause another to fall by placing his body below the other's hips' This is more or less legislated for now in Rule 7 'tripping is throwing, or attempting to throw, an opponent by using the legs, or by stooping in front or behind him, '

Technical similarities are clearly evident too for the line ball in both games had to be thrown back into the field at right angles to the line, and must touch the ground before it reaches the players This is virtually the same wording in both games for resuming play after a line ball This method of restarting play after a line ball was common to rugby and Australian Rules The term 'obstruction' is mentioned for the first time The foul -'obstruction by hand or arm' survived until 1986

There is clear evidence in these sets of Playing Rules of hurling and football of 1896-97 that the idea of writing the Rules of the two games in parallel had started to break down, and that the rules of football and hurling in this Official Guide were produced separately This is most evident in the football Rule 8 which lists from (a) to (h) eight examples – the occasions when the referee might blow his whistle Whereas Rule 8 in hurling deals with the length of the game, extra time, onset of darkness etc

Overall, the rules of football and hurling indicate that there must have been furious debates about many aspects of the games, the method of playing, the behaviour of players and spectators and clearly a problem of gambling by the match officials was identified or at least suspected, and legislated for Laws of Lacrosse, 1868, Rule 2, s 2, forbade gambling

Perhaps one of the most important signs of the need for safety of players is set out in Rule 7 when it prohibits charging from behind, or charging or interfering with a player in any way unless he is in the act of playing the ball

The number of goal umpires is doubled, now four, hence seven officials

There is evidence in Rule 5 that the distinction between playing rules and administrative rules was becoming blurred

Soon (by 1910) there was to be clear evidence that some playing rules, especially those relating to foul play were to appear in a separate administration section of the Official Guide

This is the earliest evidence that the amount of legislation being passed had outrun the ability to handle it or catalogue it properly in the Official Guide This problem of dispersal of what are properly regarded as playing rules amongst the rules dealing with administrative procedures was to increase and remain a problem until 1991 when the new format of the playing rules in the Official Guide were adopted

It is clear from this edition of the playing rules that many of what were known and applied as unwritten rules were now written down in the rules – no doubt as a result of disputes about this corpus of unwritten legislation

The first Hurling v Shinty match was held in Glasgow on 5th June, 1897, and a return match was played in Dublin later that year No reference was found to which playing rules were used

Before leaving the Official Guide of 1896/97 it is interesting to note that on p 45 are to be found the results of competitions for FOOTBALL PLACEKICK 1887, 1895 and 1896 when an L Roche is recorded as having kicked the football all of 84 yards – 18 yards further than J Luddy's 66 yds 2 ft 4 ins in 1895 The same (presumably) L Roche is also recorded as having pucked the hurling ball 79 yards in 1886 which is a big increase on M Ryan's 75 yards 1 ft of 1892 It is surprising to find that the football could be kicked further than the hurling ball could be pucked However, it

should be noted that these feats of Roche and some others are entered in pen and ink rather than printed

The reader can judge for himself whether to accept them as accurate Under the results for PUTTING 16 LBS SHOT from 1885 to 1896 a D Hogan set a record in 1896 with 47 ft – which was a ‘much enhanced performance’ on his winning putt of 42ft 3ins in 1893

However, there is an asterisk on the 47ft record which is explained critically below this entry as *‘weight was light’!

8(a). ANALYSIS OF FOOTBALL RULES 1901.

A complete set of the 1901 rules was not found The Evening Herald published part of the set on 16 November, 1901 Only 15 rules appeared At the Annual Convention held in Thurles on 22 September, 1901, a Sub-Committee was given the task of amending the rules, its recommendations were adopted when the adjourned Convention met in November, 1901

- Rule 1 – Specification, Technical foul
- Rule 2 – Specification
- Rule 3 – Specification (Team size), Control (Substitution)
- Rule 4 – Specification (Scoring space), Scores
- Rule 5 – Specification (The football)
- Rule 6 – Control
- Rule 7 – Control, Appeals by players to referee
- Rule 8 – Control (Referee)
- Rule 9 – Control (Referee)
- Rule 10 – Control (Referee)
- Rule 11 – Control (by linesmen)
- Rule 12 – Control (by umpires,) The Play
- Rule 13 – Set Play
- Rule 14 – Aggressive fouls and penalties, Control, Dissent
- Rule 15 – Aggressive fouls, Holding

This analysis shows that

SPECIFICATION is dealt with in Rules 1, 2, 3, 4, 5

CONTROL is dealt with in Rules 1, 6, 7, 8, 9, 10, 11, 12

PLAY is dealt with in Rules 1, 4, 13, 14, 15

Of the five rules dealing with the playing of the game –

THE PLAY is dealt with in Rule 12

SET PLAY is dealt with in Rule 13

SCORES are dealt with in Rule 4

TECHNICAL FOULS are not covered in the available rules

AGGRESSIVE FOULS are dealt with in Rules 14, 15

DISSENT is dealt with in Rule 14

DEFINITIONS are not covered in the available rules

These rules reflect the need to greater control by the referee Rule 7 again emphasises that the referee's 'decision on questions of fact connected with the match shall be final' However, Rule 9 now reads 'The referee's decision as to the time should be final' which leaves out the phrase of the previous Rule 9 'even though he keeps it inaccurately' Rule 8 goes into considerable detail about when the referee is to blow his whistle

The most interesting changes in the playing rules was the deletion of the seven yard square, the reduction of the width of the scoring space by nine feet to 54ft and the marking of a 10yd line in front of each scoring space This line marked off an 'offside area', and players attacking a goal had to remain outside this line until the ball had crossed it These changes were clearly in response to achieve greater control of the scoring and the play in front of goal

Although the seven yard square was deleted, no reference was made to the place from which the kick- out was to be taken

While the length of the field was increased by 20yds , it could still be 56yds shorter than the maximum length for hurling

Players were again warned in Rule 14 that 'no player shall be charged or in any way interfered with except he be in the act of playing the ball' This rule underlines the Association's policy to eliminate off- the- ball incidents

8 (b). ANALYSIS OF HURLING RULES 1901.

- Rule 1 – Specifications, Set play
- Rule 2 – Specifications
- Rule 3 – Control (Substitution)
- Rule 4 – Specifications, Scores, The Play, Control
- Rule 5 – Control, The Play
- Rule 6 – Set play (Start and restart)
- Rule 7 – Aggressive fouls, Control, Dissent
- Rule 8 – Specification (Duration of play), Control
- Rule 9 – Set Play, The Play, Technical Fouls
- Rule 10 – Set play
- Rule 11 – Set play, Technical fouls, Control, Scores
- Rule 12 – Scores
- Rule 13 – Technical fouls, The Play
- Rule 14 – Control, Technical Fouls
- Rule 15 – Set play, Control (re scores)
- Rule 16 – Specification (hurling ball)
- Rule 17 – Dissent
- Rule 18 – Control (Ref to dismiss player if boots are dangerous)
- Rule 19 – Dissent
- Rule 20 – Club responsible for the conduct of its players

This set of rules would have contained as many as 28 or 29 rules

The retention of the seven yard squares and the reduction of the width of the scoring space further to 54ft meant that the square now extended outside the goal

posts This was probably an oversight but may well have been the first step towards the later rectangular shaped area in front of goal

The method of restarting play after a line ball was significantly altered for now the players could take a free puck off the ground The practice of allowing play to continue if the ball rebounded into the field of play was discontinued

By the turn of the century, the legislation had increased very significantly, the games had been fairly well differentiated off from other similar games and the field of play had assumed a distinctly gaelic games specification The adoption of the Australian Rules scoring space did not solve the problems of either too many draws or difficulties of umpiring The width of the scoring space was reduced from 63ft to 54ft in 1901, to 45ft in 1903 and to 21ft in 1910

There were several significant pieces of legislation which demonstrated the Association's care for the players and the officials Referees were given the duty to inspect the boots of players and empowered to dismiss players wearing dangerous boots Clubs were made responsible for the conduct of their players, and encouraged to 'take all possible precautions to prevent spectators threatening or assaulting referees, officials or players, during or after matches' (Rule 20, 1901)

A new secretary of the Association was appointed at the turn of the century Luke O'Toole was soon to be involved in Playing Rule Sub-Committees Rule changes were made in 1903 but full details of them were not found The Convention of 1903 decided that the rules be produced in English and Irish

What is known is that the width of the scoring space was reduced again from 54ft to 45ft and the Saturday Herald of 17 January, 1903 reported that 'It is quite probable that a further reduction will take place at the next convention, but we would be sorry to see the goal posts altered or the points posts abolished' The members had a different opinion about the scoring area

The same paper reporting on the Annual Convention noted that

Several other amendments and additions to the rules were proposed, but it was found on reference to the existing rule book they were unnecessary

This says a lot about the desire for change, and the knowledge of the rules in which changes were sought

The most extraordinary motion ever proposed at any convention or congress was debated in 1903 at great length This motion sought to abolish catching in football It was defeated by 11 votes but Lorcan O'Toole pursued this idea for many years afterwards, and a lengthy article 'A Plea for the abolition of catching' appeared in the official magazine of the Association, *The Annual and County Directory*, which O'Toole worked so hard to establish

It is quite clear that those who were behind this agenda had not thought much about what they were trying to do Had they succeeded, gaelic football would have ceased to be and another game, similar to soccer perhaps would have been invented

The 20th century started off with a secretary who worked very hard and very successfully to build up the Association over first three decades Tragically, Luke O'Toole was found dead at his desk

However, in view of his determined attempt to abolish the catch in gaelic football, and providing a forum for T H Redmond's *A plea for the abolition of the catch in football*, he was the first of the long serving chief executives who sought to alter radically how football was played

9 (a). ANALYSIS OF FOOTBALL RULES 1907, '08, '09.

- Rule 1 – Specifications
- Rule 2 – Specification,(three 5 yd squares in front of scoring space)
- Rule 3 – Set Play, Technical Fouls, Control, Function of Goal Umpires, Power of Referee
- Rule 4 – Specification (of Scoring Space – now 45 feet)
- Rule 5 – Specification (No of Players)
- Rule 6 – Set Play
- Rule 7 – Specification (Time)
- Rule 8 – Scores, Technical Fouls, Powers of Referee (re Scores and 50 yd frees), Control
- Rule 9 – Set Play, Technical Fouls
- Rule 10 – Set Play, Technical Fouls, The Play
- Rule 11 – Set Play, Technical Fouls
- Rule 12 – Set Play
- Rule 13 – The Play, Technical Fouls, Aggressive Fouls
- Rule 14 – Set Play, Scores
- Rule 15 – Aggressive Fouls, The Play, Set Play (First use of 'Foul Play' for title of playing rule)
- Rule 16 – Aggressive Fouls (Rough or dangerous play), Dissent
- Rule 17 – Control (Substitution)
- Rule 18 – Specification (Football)
- Rule 19 – Dissent
- Rule 20 – Dissent
- Rule 21 – (Administration – Failure to fulfil fixture)
- Rule 22 – Specification – ('Request' only to register colours)
- Rule 23 – Specification (dangerous boots)
- Rule 24 – Control, Specification

This shows a reduction in the number of rules to twenty four

CONTROL is dealt with in Rules 3, 8, 17, 21, 24

SPECIFICATION is dealt with in Rules 1-5, 7, 18, 22, 23, 24

PLAY is dealt with in Rules 3, 6, 8-17, 19, 20

Of these 14 rules dealing with Play –

THE PLAY is dealt with in Rules 10, 13, 15

SET PLAY is dealt with in Rules 3, 6, 9, 10, 11, 12, 14, 15

SCORES are dealt with in Rules 8, 14

TECHNICAL FOULS are dealt with in Rules 3, 8, 9, 10, 11, 13

AGGRESSIVE FOULS are dealt with in Rules 13, 15, 16

DISSENT is dealt with in Rules 16, 19, 20

DEFINITIONS are dealt with in Rules 11, 13, 15

Two very significant changes occurred in the playing rules and their presentation
Firstly, for the first time rules now appeared in Irish as well as English

Secondly, there was a significant change in the legislation surrounding the size of the scoring spaces and the markings in front of them. Moreover, very detailed legislation was introduced to govern the conduct of players when inside this area immediately in front of goal.

The Playing Rules of 1907 introduced a further reduction in the dimensions of the scoring area from 54 feet to 45 feet. The single 7 yard square in front of the goal posts was replaced by three 5 yard squares – one in front of each points space and one in front of the goal space. These three squares made up a rectangle but this diagram was referred to as a parallelogram, and despite the inaccuracy of this description, this term lasted until 1986 when it was replaced by the term rectangle – equally inappropriate.¹⁰

Importantly, the reason for these ‘squares’ was now spelled out in the actual playing rules which stated that it was for the protection of goalkeepers and other defenders from charges by opposing attackers. Indeed the rule only applied in the case where an attacker charged a defender.

However, the ‘off-side’ aspect of this area was also set out in detail in Rule 3 which went on to give both umpires and referees powers to deal with breaches of this rule.

When first introduced, the free awarded for charging defenders in one of these squares before the ball arrived was taken from where the ball was when the foul occurred not, as now, from the area itself. It was not a foul just to be in a square, a player had to foul a defender.

Considering the length and amount of detail in this rule, it is clear that both goalkeepers and other defenders were subject to abuse before the ball arrived as attackers sought to sanitize the area in front of the scoring space to facilitate scores by other attackers following up with the ball.

The kick out had to be taken from the five yard square in front of the goal after running between the goal posts (if necessary). If the kicker-out ran from outside the goal posts and from outside the field of play, a fifty yard free kick was awarded against him!

It is clear from Rule 8 – Scores, that players or perhaps spectators interfered with the goal and points posts, and the rules still contain provisions to deal with encroachment on the field by spectators and interference by non-players with scores. This reflects intense interest, excitement, partisanship and unfair or unsporting behaviour by supporters.

Unsporting behaviour by players (time wasting) was legislated for, and opponents were required to be outside the 21 yard line for the kick-out.

The ancestor of the penalty kick appeared in Rule 10 which said ‘the referee must bring the ball back to the 14 yards line for a foul occurring in the parallelogram and entitling the attacking side to a free kick’.

The penalty for playing the ball over own end line was decreased from 40 to 50 yards. Simultaneous fouls were legislated for – the referee hopped the ball where the foul occurred – as in soccer. This term ‘hop’ is still used by commentators even

¹⁰ Many people, including radio and television commentators, still use this archaic and inaccurate term *the parallelogram*. Although the term *the square* has not appeared in the rules for over 90 years, it is still used frequently by commentators. This misuse of such terms by commentators perpetuates such anomalies.

though the ball is thrown up over the heads of a player from either side

Provision was made in these rules of 1907 for a basketball type solo-run – provided he did not catch the ball

Repetition of various elements of rules are indicative of poor proof reading and editing in the production of playing rules

Copying from Australian Rules appears to have continued, and Rule 15 – Foul Play now specified and detailed fouls listed in Australian Rules See Rabitting for example in Part 2 of this Appendix Moreover, it would appear that the definition of the direct kick from the hands and the dropkick was copied verbatim from Australian Rules

Detailed Specifications of the football are given in Rule 18 (This may have appeared in the 1896 edition of the Rules)

There is clear evidence to show that legislation was increasing in the area of player safety, and the control of both players and spectators This can be interpreted more widely as a growing concern about the overall visual impact of the game as well as concern for player safety

However, although the format and production of the Official Guide and the Playing Rules provides evidence of an awareness of a need to try and standardise the rules relating to those aspects of the games which were common, it is fair to comment that a simple, structured format of the rules was still some way off

9 (b). ANALYSIS OF HURLING RULES, 1907, '08, '09.

Rule 1 – Specification

Rule 2 – Specification (3 No 5yd squares = parallelogram¹)

Rule 3 – Set Play, Technical Fouls, Control, The Play, (50 yds free), Aggressive Foul, (Function of squares), Scores

Rule 4 – Specification (scoring space)

Rule 5 – Specification (No of players Game may now start with 13)

Rule 6 – Set Play

Rule 7 – Specification (Duration of play – 1 hr), Control, Scores

Rule 8 – Scores (goal = 3 points), Control, The Play, Power of Referee w r t incursions, displaced posts etc

Rule 9 – Set Play, Technical Fouls, Control

Rule 10 – Set Play, Technical Fouls, The Play (Origins of Penalty puck)

Rule 11 – Set Play (Side line puck from ground), Technical Fouls, The Play

Rule 12 – Set Play (50 yds free puck)

Rule 13 – The Play, Technical Fouls

Rule 14 – Set Play (Incursions), Scores (Interference with)

Rule 15 – Aggressive Fouls (N B first time Foul Play used as title of a Playing Rule), The Play, Penalties for foul play

Rule 16 – Aggressive Play, Dissent, Penalties (Obstruction by hand or arm first mentioned)

Rule 17 – Referee's power to allow substitution for injury

Rule 18 – Specification of the ball

- Rule 19 – Dissent
- Rule 20 – Dissent
- Rule 21 – Administration (Failure to fulfil fixture)
- Rule 22 – Specification Request to wear and register colours
- Rule 23 – Specification (Dangerous boots)
- Rule 24 – Control, Specification (When game stopped by darkness)

This shows the number of rules for Hurling had increased by 2 to 24

Of these –

CONTROL is dealt with in Rules 2, 7, 8, 9, 24

SPECIFICATION is dealt with in Rules 1, 2, 4, 5, 7, 8, 9, 23

PLAY is dealt with in Rules 3, 6-16, 19, 20

(The Rule governing Nails etc in boots is basically a rule of specification but could be regarded as a foul because it was penalised by dismissal)

Of these fourteen rules dealing with playing the game –

THE PLAY is dealt with in Rules 3, 8, 10, 13, 15

SET PLAY is dealt with in Rules 3, 6, 9, 10, 11, 12, 14

SCORES are dealt with in Rules 3, 7, 8, 14

TECHNICAL FOULS are dealt with in Rules 3, 9, 10, 11, 13

AGGRESSIVE FOULS are dealt with in Rules 3, 15, 16

DISSENT is dealt with in Rules 16, 19, 20

DEFINITIONS are dealt with in Rules 8, 15

The size of the hurling Field of Play is greater than that for football The hurling field still was supposed to have lines marked across at 40yds whereas the football field had lines at 50yds Despite the fact that there was a 40yd line across the hurling field, the penalty for playing the ball over own end line was ‘a fifty yard free puck’! The same penalty attached to the foul of pucking out the sliothar from outside the goal square! This type of mistake indicates a problem with amending rules which was to resurface repeatedly The amendment to one rule did not take into consideration the impact on other rules affected

The sliothar is specified (Rule 18) and, as in football, Rule 22 *‘requests all teams to wear distinctive colours and register them’* How much force the term ‘requests’ had is difficult to say There does not appear to have been a penalty for breaking this rule The ‘request’ aspect of this rule was soon to be replaced with a directive

The rules governing the behaviour of players in the ‘parallelogram’ are the same as for football indicating a policy to make the rules uniform in respect of similar aspects of each game

Notes about decisions of Central Council in relation to the number of players required to start the second half, and provision for 13-a-side in County League Championship games appear in Rule 5 – Number of Players However, it is unclear whether the second half could start with less than seventeen players if one or more were sent off or if substitutes could not be found for injured players who were taken off

Rule 11 Side Puck (presumably is a typing error for ‘side line puck’ but this error

persisted until 1991) changed the method of restarting the game when the ball was played over the sidelines. The hurlers could now puck the ball off the ground 'while standing' which may have meant he could not take a run-up to strike this sideline puck, or more likely that the player could not move forward between lifting and striking the ball.

A 50 yard free puck was now awarded against a defender who played the ball over his own goal line outside the scoring space. The penalty was reduced by increasing by 10 yards the length of the free puck.

While separate rules dealt with Foul Play (Rule 15) and Rough Play (Rule 16) there is no attempt made to specify or define Rough Play or Violent Conduct.

It would be very interesting to know why the size of the scoring space was reduced, and three 5yd squares replaced the 7yd square. It would be tempting to guess that there were either too many scores or that it was becoming very difficult for the goal umpires who had to decide if the ball had passed inside the post rather than over it – which did not count as a score. The fact that these points posts were to disappear in 1910 suggests that there was a lot of dissatisfaction with the scoring space and the problems of having a very big scoring space. The secretary's son, Padraig O'Toole, wrote that the introduction of the Australian scoring space did not result in an increase in scores¹¹.

At least this legislation indicated that changing the rules of specification and introducing more technical fouls were seen as the best way to control aspects of the game which were becoming increasingly difficult to manage as well as to control the conduct of the players and spectators which adversely affected the game.

While the use of the rules to perform these functions can be regarded as an indication that there was some underlying philosophy guiding some of the legislation, there are still too many indicators that this legislation was merely reacting to events rather than shaping events as a well developed philosophy should do.

By now it is clear that the rules were seen as tools to shape the game – 'rough hewn' as it may have been.

Before leaving the Official Guide of 1907 – '08 – '09, it is worth pointing out that the Association found it necessary to assert the authority of Central Council in the area of interpreting the rules.

Rule 13 p 41 states – *CENTRAL COUNCIL That Central Council shall be the sole and final interpreter of the rules, and no appeal shall be made at law or otherwise. Each affiliated club shall be furnished with a copy of the official Book of Rules and be bound by them.*

Under General Convention or Gaelic Congress Rule 3 p 53 stated –

That the General Convention shall have power to make, alter and amend the laws and rules of the Association.

That this Constitution shall not be altered or amended, except by a vote of the majority of the members present at the General Convention.

And importantly, Rule 5, stated, -

That hurling and football rules be revised only triennially.

Rule 7 made provision for a drawn game – half an hour of extra time – provided both teams agreed.

¹¹ O'Toole P. *The Glory and the Anguish*

Punctuality was clearly a problem in those days, too for Rule 14 made provision for 30 minutes delay. Longer than this resulted in the match being awarded to the team already there

10 (a). ANALYSIS OF FOOTBALL RULES. 1910 (O.G. 1912-13)

- Rule 1 – Specification
- Rule 2 – Specification
- Rule 3 – Specification
- Rule 4 – Specification
- Rule 5 – Specification
- Rule 6 – Set Play (Starting line up), Control
- Rule 7 – Specification, Control, Scores
- Rule 8 – Scores, Technical Fouls, Introduction of nets, Ball in play
- Rule 9 – Set Play, Technical Fouls, (50 yd free for)
- Rule 10 – Set Play, Technical Fouls, Play, Control
- Rule 11 – The Play, Technical Fouls (N B Note 5 on Parallelogram - good idea) Definitions
- Rule 12 – Set Play (Sideline throw-in), Technical fouls
- Rule 13 – Set Play, (Note refer to points posts! No longer any!)
- Rule 14 – Aggressive Fouls, The Play, Dissent, Set Play, Definitions
- Rule 15 – Set Play, Control
- Rule 16 – Control (Ref may allow substitute)
- Rule 17 – Specification of football
- Rule 18 – Dissent
- Rule 19 – Administration (Failure to fulfil fixture)
- Rule 20 – Specification (Colours are compulsory)
- Rule 21 – Specification (Boots – dangerous items)

Overall, of the seventeen rules relating to Referees, Umpires and Linesmen and the twenty-one rules under football, the following analysis emerges –

CONTROL is dealt with in Rules 7, 10, 16, (1-11, 13, 15-17)

SPECIFICATION is dealt with in Rules 1-5, 7, 16-19

PLAY is dealt with in Rules 6, 8-15, 18 (12)*

* Refers to rules for match officials

Of the eleven rules dealing with playing the game –

THE PLAY is dealt with under Rules 10, 14

SET PLAY is dealt with in Rules 6, 9, 10, 12-15, (6)

SCORES are dealt with in Rules 8, (13)

TECHNICAL FOULS are dealt with in Rules 9, 10, 11, 12

AGGRESSIVE FOULS are dealt with in Rule 14 (12)

DISSENT is dealt with in Rules 14, 18 (12 as above)

DEFINITIONS are dealt with in Rules 8, 11, 12, 14

Numbers in brackets refer to the set of rules for Referees, Linesmen and Umpires which refer (in part at least) to playing of the game

The extraction of most of the rules of Control from the rules¹ of both games, and presenting them separately were very interesting features of the 1910 Rules. However, some of these rules were duplicated in the rules of both hurling and football and, indeed in the Official Guide, they were separated from the Rules of Football and Rules of Hurling by a section of the O G dealing with gambling¹

Hence it might be wrong to assume that rationalisation of the playing rules and their presentation was in somebody's mind. Had anyone stopped to examine closely what had been done, it could have been realised that since the rules governing the specifications of the game were now being grouped at the beginning (Rules 1 to 5) and at the end (Rules 16, 17, 20, & 21), they were only a step or two away from setting out all the rules which govern the playing of the game under three headings – CONTROL, SPECIFICATION and PLAY for the rules dealing with control had already been separated out – almost. But they failed to recognise or exploit its potential in 1910. It was to be almost seventy years later that the writer recognised this basic subdivision of all the rules governing the playing of the game as an essential step in the clarification of the presentation of the rules.

Since this 1910-12-13 edition of the rules which appeared in 1913 (Official Guide is dated 1912-13) reflects the thinking and or the decisions of a Special Committee appointed at Annual Convention 1910, it is not surprising that several very significant changes appear in the format, content and presentation of the Playing Rules.

Most striking perhaps is the change to an all-English version which meant the dual language version had met with some opposition which resulted in the Irish translation being dropped.

Secondly, as referred to earlier, there was some attempt to rationalise the format but one cannot be sure whether this represented a realisation of the value of a new format or the best that could be achieved by a 'committee approach' even when some members may have wished to 'go the whole way'.

Thirdly, the scoring space was radically altered from 45ft to 21ft and the point posts were discarded in favour of tall posts which also provided for scoring points. The distance between these goal posts was increased by six feet. Although the point posts were discarded in 1910, reference was still made to them for thirty years in subsequent editions of the playing rules¹. A defence of the rule changes made in 1910 was the subject of an article in G A A Annual 1910- 1911¹². Clearly some of the ideas had to be sold.

Leaving the dual language presentation of the Official Guide aside, it is clear that the volume of legislation had led to a situation where it had become very difficult to read, remember and apply the rules of play with accuracy. It is clear that there was a determination to rationalise, and that this rationalisation of the format of presentation had great benefits.

However, it fell short of what might have been an historic breakthrough. It might

12 Crowe M F *THE NEW RULES AND THINGS IN GENERAL* G A A Annual 1910-1911 GAA Dublin 1911 ps 58- 61

have focused the minds of those who made, amended or rescinded the playing rules on the importance of a coherent format, and possibly on the importance of having or developing an integrated philosophy for legislation. Any strands of philosophic thought were unconnected by the piecemeal approach. This led to two serious problems which bedeviled the presentation of the playing rules for over half a century.

Firstly, it led to the rules which govern the game on the field being dispersed.

Secondly, it led to considerable duplication. It is quite clear that the making of legislation had become more important than the presentation of it.

Apart from the very significant alteration in the scoring space, the pitch markings immediately in front of the goal were altered to provide a rectangle of 15yds by five yards made up from three squares but still referred to as a parallelogram¹. The 10yd line in football disappeared after only three years. Significantly, these alterations to the scoring space are still in force today and are unlikely to be changed. However, this 'parallelogram' (now called the small rectangle) was to undergo some change in function if not in dimension in future. It will be seen that subsequent legislation was to give rise to the contentious issue of what is still popularly referred to as 'the square ball'.

It is interesting to trace the refinements of rules which were introduced to eliminate abuses in the game. The rule governing entry to the square or parallelogram was introduced to protect the goalkeeper and other defenders from physical abuse before the ball arrived. Although subsequent legislation was introduced specifically to eliminate this type of foul anywhere on the field, the provisions for legally entering the square or the parallelogram were retained. Thus what started out as legislation to prevent or at least deal with aggressive fouls gradually was extended to cover a technical foul of being in this area before the ball arrived. Entering the Parallelogram was to become a rule on its own. Although an exception to the rule was introduced to cover the case when the ball was so high as to be out of reach of the backs and forwards, it was never made clear if this exception applied to the situation where the ball went into the net. As has been pointed out earlier, the free for this infringement used to be taken from where the ball was – not from the area where the infringement occurred¹.

For the first time, hurlers were allowed to carry the ball for three steps in their hand rather than only on their hurl.

Rule 2 – *Marking of the Ground – Side lines and end lines (goal lines) shall either* indicates that the entire endline of the field of play was regarded as the goal line – a reflection of an era when the goal line was the entire length of the endline as it is in rugby. It was to be some time before the end line and the goal line were to be regarded separately.

The line markings for football at 14 yards, 21 yards, 50 yards and half way were different from those of hurling which specified 21 yards, 70 yards and half way.

While there was much resistance to alteration of the team size of 17-a-side, there were clear signs of a willingness to allow some competitions to be played amongst teams of 13-a-side in competitions within the county¹³. The days of the 17-a-side teams were clearly numbered for, reading between the lines, it was obvious that a

¹³ The writer played 13-a-side inter-county competitions for Co. Down in The Lagan Cup Competition which was the preliminary stage of the National League. However, when the winner of this competition went on to play the semi-finals of the National League, the team size was 15.

smaller size of team was being dictated by circumstances – shortage of players and shortage of quality players

One way or another, it demonstrated a willingness to engineer the game to suit the circumstances Dick Fitzgerald devoted a chapter of his book to the thirteen-a-side game See analysis of Hurling Rules

More importantly, ‘the first big game to be played with fifteen a side was the final of the Croke Memorial competition between Kerry and Louth in 1913’¹⁴

After drawing on 4th March, both teams started training very seriously Louth hired professional coaches which caused considerable discussion Not for the last time, it could be added!

10 (b). ANALYSIS OF HURLING RULES 1910 (O.G. 1912-13)

Rule 1 – Specification

Rule 2 – Specification

Rule 3 – Specification

Rule 4 – Specification

Rule 5 – Specification

Rule 6 – Set Play, Control

Rule 7 – Specification, Control, Scores

Rule 8 – Scores, Technical Fouls, Specification (Nets), The Play, Control

Rule 9 – Set Play, The Play, Technical fouls

Rule 10 – Set Play, Technical fouls, The Play, Control

Rule 11 – The Play, Technical fouls, Definitions (of carrying) Aggressive Fouls, Control

Rule 12 – Set Play, Technical fouls, Control

Rule 13 – Set Play

Rule 14 – Aggressive Fouls, Definition of tripping and part definition of holding, The Play Dissent, Definition (part of) act of playing, Simultaneous fouls, Set Play, Control

Rule 15 – Set Play, Control

Rule 16 – Control

Rule 17 – Specification

Rule 18 – Dissent

Rule 19 – Administration, (Failure to field a team)

Rule 20 – Specification (wear and register colours)

Rule 21 – Specification (dangerous boots)

Of the 17 rules relating to match officials and the twenty one rules relating to the playing of the game –

CONTROL is dealt with in Rules 1-11, 13, 15, 17

SPECIFICATION is dealt with in Rules 1-5, 7, 8, 17, 20, 21

PLAY is dealt with in Rules 6-15 mc

14 O'Neill Phil *History of the G A A 1910 – 1930*

Of these ten rules dealing with PLAY --

THE PLAY is dealt with in Rules 8, 9, 10, 11, 14

SET PLAY is dealt with in Rules 6, 9, 10, 12, 13, 14, 15

SCORES are dealt with in Rules 7, 8

TECHNICAL FOULS are dealt with in Rules 8, 9, 10, 11, 12

AGGRESSIVE FOULS are dealt with in Rules 11, (12*) 14

DISSENT is dealt with in Rule (12*), 18

DEFINITIONS are dealt with in Rules 8, 11, 14

(* from rules dealing with match officials)

Despite the obvious attempts to compartmentalise or rationalise the playing rules, the number of rules rose dramatically from twenty four to thirty eight, and much duplication occurred

The 40 yards line was replaced with a seventy yards line. The penalty for playing the ball over own endline was further reduced by increasing the distance to 70yds. Goal nets were introduced, and all puck-outs were to be taken from '*within the parallelogram*'

The explanatory notes added to some rules were often longer than the rule itself. Rule 11 in hurling had three separate notes (1), (2), and (5) sic¹

Rule 14 has seven separate paragraphs of notes

Although the goalkeeper in football was allowed to touch the ball on the ground inside the parallelogram, the hurling goalkeeper was not

The foul of carrying the ball is defined as '*taking more than 3 steps while holding the ball*'. It was four steps for football, and this distinction in the foul of 'carrying' survived until 1986 when it became four steps in each game

The foul of holding includes the obstruction of a player by hand or arm

A significant change in starting the games took place for now the goal-keeper and six other players were required to stay behind the seventy yards line (50yds line for football). The ensuing *melee* after the throw-in must surely have inspired this change. It was to be fifty five years later, in 1965, before the number of players contesting the throw-in was reduced from sixteen to four

Having played intercounty for some time both before and after this particular change in the way the game was started and restarted, the writer is of the view that this change was a significant improvement

Elsewhere in this edition of the Official Guide, rules were made to differentiate competitions as Junior Championships were introduced

Overall, it is possible to discern an attempt to rationalise the presentation of the playing rules but this produced many more rules – some of which were dispersed. This leads one to the conclusion that there was no overview of what constituted 'the playing rules'

While the penalties for some offences against officials were long periods of suspension from which there was no appeal, there was no attempt to define what some of these offences were exactly. Improper language, and irritating language were both punishable by dismissal and a 'report to committee in charge of the game'

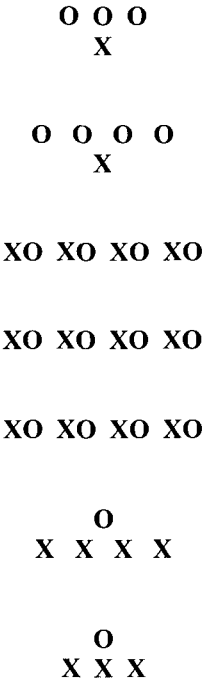
Some of the definitions or 'partial' definitions left much to be desired. For exam-

ple, the technical foul of ‘carrying’ the ball which was defined as holding the ball *for more than 3 steps in hurling or 4 steps in football* should really have been called ‘*overcarrying*’ the ball’ One was left to wonder what else besides obstruction by hand or arm was included in the technical foul of holding

In his book ‘HOW TO PLAY GAELIC FOOTBALL’¹⁵ Fitzgerald devotes Appendix 1 pages 68 to 71 to the Thirteen-a-Side Game and provides a suggested lineout in a diagram which used soccer type goals He states that –

In many of our towns and most country districts, it is not easy to get fifteen good footballers The reduction in numbers would appear to tend in the direction of raising the standard of play Again, a certain amount of ground football is an attractive feature in the eyes of the people, and a smaller number of players would undoubtedly be forced to develop that side of the game Further, the majority of the playing pitches in the country are not over large, and very often they are insufficient to accommodate more than the lesser number

Diagram 1
Lineout for 21- a- side games as illustrated by Dick Fitzgerald, 1914



¹⁵ Fitzgerald D *How to play Gaelic Football* Grey & Co Ltd Cork 1914

Diagram 2. Lineout for 15-a-side games by Dick Fitzgerald.



From *HOW TO PLAY GAELIC FOOTBALL* by Dick Fitzgerald, Kerryman, Tralee. 1914.

11 (a). ANALYSIS OF FOOTBALL RULES 1915

- Rule 1 – Specification
- Rule 2 – Specification
- Rule 3 – Specification
- Rule 4 – Specification
- Rule 5 – Specification, Administration
- Rule 6 – Set Play, Control
- Rule 7 – Specification, Control (Scores), Technical Fouls
- Rule 8 – Scores, Technical Fouls, Specification, Control, Definitions
- Rule 9 – Set Play, Technical Fouls, Control
- Rule 10 – Set Play, Technical Fouls, Control
- Rule 11 – The Play, Technical Fouls, Definitions

- Rule 12 – Set Play, Technical Fouls (inc 12 yard rule)
- Rule 13 – Set Play, Control, Definitions
- Rule 14 – Aggressive Fouls, Definitions, Control, Dissent, Simultaneous Fouls, ‘Advantage Rule’
- Rule 15 – Set Play, Control
- Rule 16 – Control, Specification (substitution No numbers)
- Rule 17 – Specification
- Rule 18 – Dissent
- Rule 19 – Administration
- Rule 20 – Specification (Colours Compulsory)
- Rule 21 – Specification (Dangerous boots)

There are a further 17 rules in the Section **Referees, Linesmen and Umpires** and one rule in the Section – **Hurling and Football Championships**

Of these rules dealing with Play –

CONTROL is dealt with in Rules 6-10, 13-16 (6a, 13)

SPECIFICATION is dealt with in Rules 5, 7, 17, 20, 21

PLAY is dealt with in Rules 6, 15, 18 (12, 13)

Of these 10 rules dealing with PLAY –

THE PLAY is dealt with in Rules 11

SET PLAY is dealt with in Rules 6, 9, 10, 12, 13, 15

SCORES are dealt with in Rules 7, 8

TECHNICAL FOULS are dealt with in Rules 7, 12

AGGRESSIVE FOULS are dealt with in Rules 14

DISSENT is dealt with in Rules 14, 18

DEFINITIONS are dealt with in Rules 8, 11, 13, 14

Pressure had been mounting for a reduction in team size for some time. As mentioned earlier, the Croke Memorial Final of 1913 between Kerry and Louth was a 15-a-side game. This reduction from 17 to 15 was to be the last significant reduction for championship football.

The Lagan Cup teams in Ulster were 13-a-side, and the winner of this Competition progressed to the semi-final of the National Football League where the team size was increased to 15.

Legislation was introduced to tidy up the kick-out. Penalties were introduced for opponents who approached nearer than the 21yds line for a kick-out after a wide and nearer than 14yds to the ball when the kick-out was from the 21yds line. The penalty for pinching ground after a wide was still a 50yd free kick – quite severe.

A player in possession who was knocked to the ground was now permitted to play the ball away with his hand even though it was on the ground. This concession was not made to hurlers. This piece of legislation was to be further extended in 1985 to include ‘*a player who is knocked or falls to the ground while in possession*’.

Although they had been abandoned, the points posts were still referred to in Rule 13.

Another significant change was the introduction of what came to be known as ‘The

Advantage Rule' as Rule 14 Note 4(b) empowered the Referee to give the player fouled the advantage of playing on

The determination of the Association to reduce foul play is underlined in the Note (7) of Rule 14 which empowered the Referee to dismiss a player for conduct which, although not specified as an infringement of the rules, '*may be calculated to cause injury to an opponent*'

The rules now contained legislation for dealing with most forms of misconduct and the penalties were very punitive

This determination to eliminate foul play is one strand of philosophic thought which is discernable in the legislation from the very earliest days to the present time

It was to be eight years before another major change was made to the rules of football

At the Congress of 1916, A motion to allow the football goalkeeper to lift the ball of the ground was defeated A motion from Sligo to reduce the value of the goal to two points was not moved

At the Congress of 1917, a motion to introduce the metric system to the GAA was defeated Fifty eight years later this same motion was passed

In 1919, the fifth Rules Revisionary Committee was set up It reported five years later

11 (b). ANALYSIS OF HURLING RULES 1915.

Rule 1 – Specification

Rule 2 – Specification

Rule 3 – Specification

Rule 4 – Specification

Rule 5 – Specification, Administration

Rule 6 – Set Play, Control

Rule 7 – Specification, Control, Technical Fouls

Rule 8 – Scores, Technical Fouls, The Play, Definition (goal=3 points)

Rule 9 – Set Play, Technical Fouls, Control, The Play

Rule 10 – Control, Set Play, Technical Fouls, The Play

Rule 11 – Technical Fouls, The Play, Aggressive Fouls, Control, Set Play

Rule 12 – Set Play, Technical Fouls ('10 yard rule'), Control

Rule 13 – Set Play (70 yards free puck), Technical Fouls, Definition

Rule 14 – Aggressive Fouls, Definitions (of tripping etc) Control, Dissent (Simultaneous Fouls), 'Advantage Rule', Technical Fouls

Rule 15 – Set Play, Scores (discretionary)

Rule 16 – Control, Substitution

Rule 17 – Specification

Rule 18 – Dissent (and Disqualification)

Rule 19 – Administration (failure to play)

Rule 20 – Specification (Distinctive colours compulsory)

Rule 21 – Specification (Dangerous boots)

In addition to these 21 rules, there are 17 under the section Referees, Linesmen and Umpires and a further one rule in the section dealing with Hurling and Football Championships (These appear in English only)

CONTROL is dealt with in Rules 6, 7, 9, 10, 11, 12, 14, 16 (1-11, 14-17, 6a)

SPECIFICATIONS are dealt with in Rules 5, 17, 20, 21

PLAY is dealt with in Rules 6-15, (12, 13)

Rules in brackets are in other sections of the Official Guide

Of the twelve rules dealing with playing the game –

THE PLAY is dealt with in Rules 8, 9, 10, 11

SET PLAY is dealt with in Rules 7, 9, 10, 11, 12, 13, 15, (12)

SCORES are dealt with in Rules 8, 15

TECHNICAL FOULS are dealt with in Rules 7-14 inc

AGGRESSIVE FOULS are dealt with in Rules 11, 14, (13)

DISSENT is dealt with in Rules 14, 18

DEFINITIONS are dealt with in Rules 8, 13, 14

The change from 17 to 15-a-side must have relieved congestion on the field with four fewer players

Some further relief was provided for the puck-out by requiring opponents to be outside the 21 yards line

In Rule 11 The Play which one would expect to say what players may do begins instead with a statement of what they may NOT do! No concession was made for the hurler who is knocked to the ground while in possession of the ball

As in football, distinctive county colours became compulsory for intercounty and interprovincial matches Thirteen years later in 1928, a Dublin motion that *'No player be allowed to participate in a game unless properly 'toggled'* was carried

The amount of legislation for each game was now contained in 39 separate rules dispersed under three separate sections Although the rules were in parallel, it must have been extremely difficult for players, referees and the media to keep abreast of the rules and changes in them

However, for the next seven or eight years, the attention of many if not most members of the Association was focused more on the political problems facing the country rather than on the welfare problems of the game

In 1918, the gaelic fixtures were abandoned When the military decided to require a permit for the holding of gaelic games, Central Council met on the 20 July, 1918 and decided unanimously that under no circumstances would any permits be applied for, and ordered all Provincial Councils, County Boards, League and Clubs that this decision must be carried out

On 4 July, 1918, 1,000 fixtures were arranged and fulfilled without interference That was the end of the permits It was a new 'function' of the games as they were used to show the solidarity and power of the Association in asserting its civil right to play the games of its choice

12 (a). ANALYSIS OF FOOTBALL RULES. 1923-1924.

- Rule 1 – Specifications
- Rule 2 – Specifications
- Rule 3 – Specifications
- Rule 4 – Specifications
- Rule 5 – Specifications (Team Sizes now 13-15)
- Rule 6 – Set Play, Control
- Rule 7 – Specification, Control
- Rule 8 – Specification (Nets), Scores, Control, The Play, Technical Fouls, Definitions
- Rule 9 – Set Play, Control, The Play (See Note)
- Rule 10 – Set Play, Technical Fouls, Control, The Play
- Rule 11 – The Play, Definitions, Technical Fouls, Aggressive Fouls
- Rule 12 – Set Play (sideline throw-in), Technical Fouls
- Rule 13 – Set Play (Note reference to Points Posts)
- Rule 14 – Aggressive Fouls, The Play, Definitions, Control, Dissent, Set Play
- Rule 15 – Set Play, Control
- Rule 16 – Control (Referee may allow substitute)
- Rule 17 – Specifications
- Rule 18 – Dissent, Administration
- Rule 19 – Administration
- Rule 20 – Specifications
- Rule 21 – Specifications (Boots with dangerous nails)

Overall there are 17 rules dealing with Match Officials and 21 rules dealing with playing the game of football. These are further analysed as follows –

CONTROL is dealt with in Rules 7, 8, 9, 10, 14, 15, 16, (1- 11, 13, 15, 16, 17)

SPECIFICATIONS are dealt with in Rules 1-5, 7, 8, 17, 20, 21

PLAY is dealt with in Rules 6, 8-15, 18 (12, 13)

Of the twelve rules dealing with playing the game –

THE PLAY is dealt with in Rules 8, 10, 14

SET PLAY is dealt with in Rules 6, 9, 10, 12-15, (13)

SCORES are dealt with in Rules 8, (13)

TECHNICAL FOULS are dealt with in Rules 8, 10, 11, 12

AGGRESSIVE FOULS are dealt with in Rules 14, (12)

DISSENT is dealt with in Rules 14, 18, (12)

DEFINITIONS are dealt with in Rules 8, 11, 12, 14

There is an interesting section in this Official Guide which gives Central Council's decisions of January 14th 1914 on three queries raised

First of all, this section may indicate, if not prove, that no Official Guide was produced between 1915 and 1923. Central Council met regularly between 1915 and

1923 but, as far as can be ascertained, reports of Annual Congress did not include any reference to Playing Rule changes

Secondly, these decisions are official interpretations and have the force of a rule. However, the third decision is quite contrary to the Rule 2 of those rules dealing with Referees, Linesmen and Umpires which states that '*The Referee's decision on questions of fact connected with the match shall be final*' in so far as it denies the referee the power to decide about a score where umpires disagree! This is perhaps one of the earliest examples of where an official interpretation contradicted a playing rule and gave rise to confusion

As will be seen later on, this was to become habitual, and eventually led to the most unsatisfactory situation where most of the playing rules were contradicted by interpretations for a period of 12 years

It did not seem to have occurred to the legislators that the need for many explanatory Notes after the statement of playing rules indicated that the rule was not stated as clearly as it could have or, indeed, should have been stated. In some cases, the Notes became longer than the rules they sought to explain!

The rule governing team size for the start of the second half remained anomalous for it did not take account of dismissals. Rule 9 had a serious error in the first line where the term 'goal line' was used instead of 'end line'

The technical foul of placing the ball outside the 'parallelogram' was deleted. Since the penalty for this foul had been a 50 yard free kick, this technical foul may have ceased to occur as the habit of pinching ground had been cured

Note 2 of Rule 10 sees the birth of the penalty kick. However, it was to be specified more precisely two years later when all players except the goalkeeper and the player taking the kick had to be outside the 21yd line. It was not called a penalty kick for some time. When the term was used in hurling it led to a real flare up in Congress in 1940 when a Galway Motion asking that the meaning of 'penalty' be clearly defined was to inspire the Chairman, Pdraig Mac Con Midhe, to declare that there was really no such thing in hurling! See Analysis of Hurling Rules of 1938

Players were restricted to one hop after catching the ball but could hop as often as they liked if the ball was not caught. This provision still remains today but the writer cannot recall it being widely used since the 60's when a Co. Dublin player who was also an international basketball player used it occasionally

A significant change was made in the rule relating to entering the parallelogram before the ball. Provision was now made to excuse the player who had entered legally, and the ball was played out of the area and returned to it again before he had time to leave the parallelogram

This particular piece of legislation remains even today and it is a good example of how a rule which was introduced to stop a foul – charging defenders before the ball arrived – was added to and refined to the point where the original need for the legislation had been taken care of by other rules, and these appendages remained particularly in a case like this which is so difficult to adjudicate on, and which is so contentious. Even today it is doubtful if the rule is really worth retaining at all

The throw-in from the sideline still retains this unusual condition that all players should be 10yds from the throw-in. There were now had several exclusion distances for free kicks: 10yds, 14yds, 16yds (for kick-outs after a wide). A single distance would have sufficed for all free kicks

The point posts were still referred to although dispensed with in 1910¹

A curious definition appeared in Note I² after Rule 14 *'Moving to play the ball shall be considered the act of playing it'*¹ One is left to guess why this was introduced, and why it was dropped a year later .

12 (b). ANALYSIS OF HURLING RULES, 1923 – 1924.

- Rule 1 – Specification
- Rule 2 – Specification
- Rule 3 – Specification
- Rule 4 – Specification
- Rule 5 – Specification, Administration
- Rule 6 – Set Play
- Rule 7 – Specification, Control, Technical Foul (delay)
- Rule 8 – Scores, Technical Fouls, Specifications, Control, The Play
- Rule 9 – Set Play, Technical Fouls, Control
- Rule 10 – Set Play, Definition (of free puck), Technical Fouls
- Rule 11 – The Play, Technical Fouls, Control
- Rule 12 – Set Play, Technical Fouls ('10 yard rule'¹)
- Rule 13 – Set Play, Technical Fouls
- Rule 14 – Aggressive Fouls, Definitions, Control, Dissent, Set Play,
(Reference to 50 yards mark in one of 7 notes¹)
- Rule 15 – Set Play, Control, (Curious statement)
- Rule 16 – Control (Referee may allow a sub)
- Rule 17 – Specification (Weight and size of ball)
- Rule 18 – Dissent
- Rule 19 – Administration, Failure to play
- Rule 20 – Colours (Registered and compulsory)
- Rule 21 – Specification (Boots – nails and spikes)

There are 17 rules which relate to Referees, Umpires and Linesmen, and 21 rules under the heading Hurling Rules

CONTROL is dealt with in Rules 7, 8, 9, 14, 15, 16

SPECIFICATIONS are dealt with in Rules 1-5, 7, 8, 17, 21

PLAY is dealt with in Rules 6-15, 18, 21 (12, 13)

Of these twelve rules dealing with PLAY –

THE PLAY is dealt with in Rules 8, 11

SET PLAY is dealt with in Rules 6, 9, 10, 12, 13, 14, 15

SCORES are dealt with in Rules 8, (13)

TECHNICAL FOULS are dealt with in Rules 7-13

AGGRESSIVE FOULS are dealt with in Rules 14, 18, (12)

DISSENT is dealt with in Rules 14, (12)

DEFINITIONS are dealt with in Rules 10, 14

Hurling teams were reduced in size from 17 to 15 as in football. Significantly, the sliothar or hurling ball was also reduced in size from having a circumference of 11 5" to 12 5" it now became 9" to 11"

The technical foul of pucking out the ball from outside the parallelogram (penalty a 70yd free puck) was deleted

The rule about entering the parallelogram was changed as in football. A sideline ball was now called a 'side-puck' and all players had to be 10 yards from the taker of this side puck

Seven separate notes are added to Rule 14. This is an example of where the notes were becoming longer than the rule to which they applied

It is not clear if these notes were the result of motions passed or interpretations given by Central Council between Congresses. However, they had the same force as the rule itself

The legislation was becoming increasingly untidy and unwieldy. Anomalies, contradictions and obvious mistakes persisted, and it was clear that little or no care was taken to proof read the copy before sending it to print. This was a feature of the presentation of the rules which was to persist

13 (a). ANALYSIS OF FOOTBALL RULES 1926- 1927.

Rule 1 – Specification

Rule 2 – Specification

Rule 3 – Specification

Rule 4 – Specification

Rule 5 – Specification, Administration (failure to field a full team)

Rule 6 – Set Play, Control, Technical Fouls

Rule 7 – Specification, Control, Technical Fouls

Rule 8 – Scores, Specification (Nets recommended for club games),
Definitions (goal = 3 points)

Rule 9 – Set Play, Technical Fouls, Control

Rule 10 – Set Play, Technical Fouls, Control, The Play, Definitions
(new definition of 'to play the ball')

Rule 11 – The Play, Technical fouls, Definitions (tipping=carrying)

Rule 12 – The Play, Aggressive Fouls

Rule 13 – Control, Technical Foul, Set Play

Rule 14 – Set Play, Definition (of sideline throw in), Technical Fouls

Rule 15 – Set Play, Definition of Playing the ball

Rule 16 – Aggressive Fouls, Definitions, Dissent, Control

Rule 17 – Set Play, Control

Rule 18 – Control (allow substitute)

Rule 19 – Specification (of ball)

Rule 20 – Dissent

Rule 21 – Specification (Boots – dangerous spikes etc)

A further seventeen rules for Referees, Linesmen and Umpires apply to both football and hurling They are noted in brackets

SPECIFICATION is dealt with in Rules 1-5, 8, 19, 21, (1, 15)

CONTROL is dealt with in Rules 6, 7, 9, 10, 13, 16-18 (1- 11, 13, 15- 17)

PLAY is dealt with in rules 6-17, 20 (12, 13)

Of these 15 Rules dealing with PLAY –

THE PLAY is dealt with in Rules 10, 11, 12

SET PLAY is dealt with in Rules 6, 9, 10, 13, 14, 15, 17(13)

SCORES are dealt with in Rules 8, (13)

TECHNICAL FOULS are dealt with in Rules 6, 7, 9, 10, 11, 13

AGGRESSIVE FOULS are dealt with in Rules 12, 16 (12)

DISSENT is dealt with in Rules 16, 20 (12)

DEFINITIONS are dealt with in Rules 8, 10, 11, 16

This set of rules which appeared in the 1926-27 edition of the Official Guide had been revised by a Special Committee appointed at Annual Congress, 1925 This was the sixth Rules Revisionary Committee

Although the number of players was still 15 in all matches, and although a team could start with 13, it had to have 15 players to start the second half This rule still seems to indicate that if a team had any player sent off in the first half, it would thereby forfeit the match because substitution for a player dismissed was forbidden

It would be fair to assume that this rule applied only to cases where a team did not have 15 fit and eligible players

Referees and other officials present were empowered to postpone a match if the weather was inclement or the state of the pitch unsuitable

Time of play could be extended to allow a free kick to be taken Extra time became compulsory if a replay ended in a draw

A Motion from Co Cork that the All-Ireland semi-finals and finals be played over eighty minutes was passed but apparently not recorded in the Official Guide nor was it put into effect

Five of the notes after Rule 11 in the previous set of rules were now dispersed in other rules and 'Entering the Parallelogram' became a rule on its own This process of refining a rule originally introduced to curtail aggressive fouls on defenders was now extended to deal with a technical foul and was complicated by exceptions to cover the case 'when the ball was sufficiently high to be out of reach of attack and defence' thus introducing a subjective dimension and, inevitably, controversy

A motion at the 1925 Congress to replace the sideline throw-in with a kick was defeated 20 years later this same motion was passed

The rule governing the sideline throw-in was tidied up

The 10 paragraphs of notes were either dispensed with or dispersed

Automatic suspension for six months was still the penalty for leaving the field without the referee's permission

The penalty kick was specified more precisely but not so named

A very interesting note appeared after Rule 9 – Kick-out which permitted the

player taking the kick-out to play the ball more than once before any other player touches it. Since not forbidden, a player could lift the ball with his foot and then kick it from the hands. When this latitude was illustrated and exploited on the Coaching courses in Gormanstown in 1964, it was to be only a matter of time until this provision was severely restricted

13 (b). ANALYSIS OF HURLING RULES 1926 – ‘27.

- Rule 1 – Specification
- Rule 2 – Specification (Marking of ground)
- Rule 3 – Specification
- Rule 4 – Specification (Dimensions of parallelogram)
- Rule 5 – Specification (No. of players for each half)
- Rule 6 – Control, Set Play
- Rule 7 – Specification (duration of play), Technical Fouls
- Rule 8 – Scores, Specifications (Nets), Definitions
- Rule 9 – Set Play, The Play, Technical Fouls
- Rule 10 – Set Play, The Play, Technical Fouls
- Rule 11 – Technical Fouls, The Play, Definitions (carrying = > 3 steps)
- Rule 12 – Set Play, Technical Fouls, Control
- Rule 13 – Set Play, Control, Definitions, Technical Fouls
- Rule 14 – Aggressive Fouls, Definitions (of tripping and holding)
Penalties for Aggressive Fouls, Dissent, Simultaneous Fouls,
Set Play
- Rule 15 – Set Play, Control
- Rule 16 – Control (Substitution)
- Rule 17 – Specification (of ball – weight & circumference)
- Rule 18 – Dissent .
- Rule 19 – Failure to play or fulfil fixture
- Rule 20 – Specification (Boots with nails, spikes etc)

A further 17 Rules are listed under a section Referees, Linesmen and Umpires apply to hurling

SPECIFICATION is dealt with in Rules 1-5, 7, 8, 17, 20

CONTROL is dealt with in Rules 6, 12, 13, 15, 16

PLAY is dealt with in Rules 6-16

Of these 11 rules dealing with PLAY –

THE PLAY is dealt with in Rules 9, 10, 11

SET PLAY is dealt with in Rules 6, 9, 10, 12-15, (13)

SCORES are dealt with in Rule 8

TECHNICAL FOULS are dealt with in Rules 7, 9-13

AGGRESSIVE FOULS are dealt with in Rules 14, (12)

DISSENT is dealt with in Rules 14, 18, (12)

DEFINITIONS are dealt with in Rules 8, 11, 13, 14

A new term 'The Field of Play' replaced the term 'Size of Ground' and this interesting number 84 yards remained for the minimum width

While the reduction in the number of playing rules for hurling from 21 to 20 is not very significant, there is a significant mass of legislation in the 17 rules relating to Referees, Linesmen and Umpires, and indeed two of these rules 12 and 13 should really be included in the main section on rules because they deal with the misconduct of the players and SET PLAY

The section LIFTING AND STRIKING THE HURLING BALL may well have referred only to the competition for the Long Puck The use of the term 'scratch line' from behind which the ball had to be pucked is interesting Races were started from a line and the 'scratch line' was where those runners not in receipt of a handicap started from

Rule 10 Note (4) states that if a player fouls a free puck by attempting a second lift, the penalty is cancellation of the free puck and throw in the ball between opposing players This is despite the first statement in Rule 10 which says '*The penalty for all breaches of the rules shall be a free puck*'

The penalty for leaving the field without the permission was six months suspension from which there was no appeal This rule was introduced to curb the habit of refusing to play when dissatisfied with the Referee ¹⁶

14 (a). ANALYSIS OF FOOTBALL RULES 1930 – '31

Rule 1 – Specification

Rule 2 – Specification

Rule 3 – Specification

Rule 4 – Specification

Rule 5 – Specification (15-a-side in all matches)

Rule 6 – Control, Set Play, Technical Fouls

Rule 7 – Specification, Control, Technical Fouls

Rule 8 – Scores, Technical Fouls, Specifications, Control

Rule 9 – Set Play, Technical Fouls, Control, The Play

Rule 10 – Set Play, Technical Fouls, Control, The Play

Rule 11 – The Play, Technical Fouls (Definitions)

Rule 12 – Aggressive Fouls, The Play

Rule 13 – Technical Fouls, Scores Control, Set Play

¹⁶ On 13 April, 1884, Michael Cusack arrived in Ballinasloe with the Metropolitan Hurling Club to play the Killimor Hurling team, and although Cusack and F J Lynch, the Killimor captain, agreed rules before the match, Cusack refused to complete the match because he claimed that his opponents were too rough There may not have been a referee for this match However, it was reported regularly in Provincial newspapers that players and teams walked off the field when dissatisfied with the referee

- Rule 14 – Set Play, Technical Fouls
- Rule 15 – Set Play, The Play Control
- Rule 16 – Aggressive Fouls, Control, Dissent, Simultaneous Fouls, The Play, Set Play
- Rule 17 – Set Play, Control
- Rule 18 – Control
- Rule 19 – Specifications
- Rule 20 – Dissent
- Rule 21 – Specification (boots – no projecting nails, spikes etc)

There are 23 rules dealing with the control of the game on the field

CONTROL is dealt with in Rules 6-10, 13, 15-18 (1-8, 11-15)

SPECIFICATIONS are dealt with in Rules 1-5, 7, 8, 19, 21

PLAY is dealt with in Rules 6-17, 20

Of these thirteen rules dealing with PLAY –

THE PLAY is dealt with under Rules 9, 10, 11, 12, 15, 16

SET PLAY is dealt with in Rules 6, 9, 10, 13, 14, 15, 16, 17

SCORES are dealt with in Rules 8, 13

TECHNICAL FOULS are dealt with in Rules 6, 7, 8, 9, 10, 11, 13, 14

AGGRESSIVE FOULS are dealt with in Rules 12, 16

DISSENT is dealt with in Rules 16, 20

DEFINITIONS are dealt with in Rules 8, 11, 14, 16

By 1930-31, there had been six Special Committees appointed to revise the playing rules 1895, 1901, 1903, 1910, 1919 and 1925 Hence, as one would have expected, some significant changes were made but there was no change in the format or presentation

An interesting change in the kick-out rule appeared After a score, the kick-out was now taken from the 21 yard line ¹⁷ This new provision introduced in 1930 was very useful and sensible for a number of reasons which will be dealt with later

The technical foul of taking the kick out from outside the parallelogram is omitted, and the technical foul of *'tipping the ball on the hand'* was introduced The rule governing attacking players entering the parallelogram is now changed but it still leaves much to be desired in terms of clarity for the height of the ball rather than the location of the player seems to be an over-riding factor It is assumed, but is not by any means made clear, that if the ball is high over the bar, for example, the score would stand but high out of reach and under the bar would be disallowed This technical foul and the wording of it has continued to be a source of controversy since – evidence that the legislators did not think the problem through

A set of instructions for umpires appears in Rule 15 even though there is a separate section dealing with match officials which indicates that the Rules of Control were not seen as a discrete set of rules although almost treated as such The term *'over'* still –

17 In the 1994/95 National Football League an experimental rule required all kicks to be taken from the 14 yds line See Appendix I, p 553

appears and had the same meaning as 'wide'

Provision was made for simultaneous fouls but the ensuing 'hop ball' was not referred to as an exception to Rule 10 which stated '*penalty for all breaches of the rules shall be a free kick*'. This anomaly lasted for almost 60 years

Interestingly, the rule making distinctive colours was omitted but the rule about dangerous nails and spikes in boots remained

The amount of legislation on control and technical fouls kept expanding but, strangely, no effort was made to be more specific about aggressive fouls involving rough play, dangerous play, violent conduct or improper language. It was left to the referee to decide, and clearly, views differed on these points. This problem is still with us today to some extent

On p 182 of the 1930-31 Official Guide, a list of '*Items of GAA History*' appears. Under Item III '*In 1892, the number of players was reduced from 21 to 17-a-side, and five points were equal to a goal*' "

This value of a goal being equal to five points was restated in the official rules of 1895 but was changed the following year to three points and has remained so ever since

14 (b). ANALYSIS OF HURLING RULES 1930 – '31.

Rule 1 – Specification

Rule 2 – Specification

Rule 3 – Specification

Rule 4 – Specification

Rule 5 – Specification

Rule 6 – Set Play

Rule 7 – Specification, Control, Scores

Rule 8 – Scores, Control

Rule 9 – Set Play, Play, Control, Technical Foul

Rule 10 – Set Play, Technical Foul, The Play, Control

Rule 11 – Technical Foul, Control, The Play

Rule 12 – Technical Foul, Set Play, Control

Rule 13 – Set Play, The Play, Technical Fouls, Control

Rule 14 – Aggressive Fouls, Dissent

Rule 15 – Set Play, Scores

Rule 16 – Control (Substitute for injured player)

Rule 17 – Specification

Rule 18 – Dissent

Rule 19 – Administration

Rule 20 – Specification

Having dealt with the common set of rules for Referees, Umpires and Linesmen above, this analysis will deal with the 20 rules for hurling

CONTROL is dealt with in Rules 7-13, 16

SPECIFICATIONS are dealt with in Rules 1-5, 7, 17, 20

PLAY is dealt with in Rules 6-15, 18

Of these eleven rules dealing with PLAY –

THE PLAY is dealt with in Rules 9, 10, 11, 13

SET PLAY is dealt with in Rules 6, 7, 10, 12, 13, 15

SCORES are dealt with in rules 8, 15

TECHNICAL FOULS are dealt with in Rules 9, 10, 11, 12, 13

AGGRESSIVE FOULS are dealt with in Rule 14

DISSENT is dealt with in Rules 14, 18

DEFINITIONS are dealt with in Rules 8, 11, 14

This edition of the Official Guide reverted to both Irish and English versions of all the rules. This may reflect the new Secretary's, Pdraig O'Caoimh, new approach to the production of the Official Guide. Some interesting translations occur with respect to technical terms which may be explained by loose thinking about the shape of an area as much as by a mistake in translation.

According to item viii in the 1930-'31 edition of the Official Guide p 182 the number of players was reduced from 17 to 15 in 1913.

Although Congress of 1931 decided to allow a score to be made direct from a sideline puck, this was not recorded in Rule 12 which deals with this matter. Even in the subsequent edition of the Official Guide in 1932 -'33, Rule 12 still did not incorporate this decision by Congress. However, a note on page 199 right at the very back of the O G for 1932-33 states-

6 That Rule 12, page 103 O G delete the words 'And no score can be made unless the ball is played by another player other than the striker'

This treatment of rule changes was hardly likely to publicise them. It was more likely to lead to conflict and disagreement on and off the field when a hurler cut a sideline puck in for a direct score.

More importantly, Congress '31 passed a motion which penalised a player sent off for striking another player with a three month suspension. This was not incorporated into subsequent editions of the relevant rules. So it is somewhat surprising to read in Secretary O'Keeffe's Annual Report of the 1940's that he felt a player ordered off for striking should get three months. Had he taken the trouble to ensure that motions passed at the 1931 Congress (when he had been in office for two years) were properly entered into the Official Guide, some of the rough and dirty play which he frequently condemned would have been eradicated by the implementation of this lost piece of legislation.

Rule 13 Entering the Parallelogram is translated as 'Dul isteach sa chearnóg' – but cearnóg means a square!

Some anomalies occur in the statements of some rules. Rule 5 states '*The second half hour, however, cannot be resumed unless there be fifteen players on each side*'. Assuming the tradition of not allowing a substitute for a player dismissed for misconduct still persisted, then this rule was clearly anomalous.

The wording of Rule 7 is equally loose where it states '*No score to count from such*'

a free puck (one allowed as time expired) unless the ball passes through scoring space without any other player touching it' Does this mean that if the ball went in off the goalkeeper or his hurley, for example, it would not count as a score? Almost certainly not for the wording of this section for the equivalent football rule provides for a deflection!

Rule 9 The Puck-out states *'Should he miss at first stroke the ball must be pucked from off the ground within the parallelogram'* but there is no penalty specified for this foul

Rule 13 still refers to 'the point posts' even though they disappeared over twenty years previously!

Up until the 1930's, substitution for an injured player was at the discretion of the referee. Some would claim the spirit of this rule should be resurrected since substitution is no longer within the control of the referee

Rule 17 of football and 15 of hurling are entitled – Ball out of Play – but only deal with a part of this legislation which is also covered in Rule 8 Football and Hurling and Rule 2 of Control by match officials

Taking the rules of football and hurling together, they reflect some changes which were probably suggested by the Special Committee of 1925. However, it should be remembered that Special Committees which dealt with playing rule changes had a habit of not reporting for several years, often up to four years or more, after being appointed

Reading these rules, one is forced to the conclusion that apart from the absence of an underlying philosophy which could have guided them, there was a needless looseness and imprecision in the wording of the rules which led to endless wrangling about their meaning

This was to become a characteristic of the playing rules which was not clearly identified and dealt with and, inevitably, it led to confusion, and later to a policy of 'interpreting' of rules which had disastrous consequences for the presentation and application of the playing rules

While this would have been the first Official Guide to be issued while Pádraig O'Caoimh was secretary of the Association, he gradually became quite frustrated with the way in which legislation was introduced and passed. His annual Reports to Congress will be referred to in more detail later.

Luke O'Toole's term as secretary spanned almost three decades, and from the five Official Guides available for the period 1902 to 1929, it is clear that the legislation produced at Congress was guided neither by a discernable policy nor an underlying philosophy even though four special Committees had been set up to try and rationalise the playing rules

In the early part of his term of office, he seemed to favour the Australian Mark. However, by 1910, not only were the point posts and squares dispensed with, the catch remained a Gaelic football skill, and the scoring space which was introduced this time has lasted over 88 years

Before leaving the Official Guide of 1930-31 it is worth noting that Rule 2 states *'The sports which the Association is intended to legislate and cater for are, Hurling, Football, Handball and Rounders'*. Clearly the Gaelic Athletic Association had decided that it would focus its attention more on games henceforth

15 (a). ANALYSIS OF FOOTBALL RULES 1932 – ‘33.

- Rule 1 – Specification
- Rule 2 – Specification
- Rule 3 – Specification
- Rule 4 – Specification
- Rule 5 – Specification (15-a-side)
- Rule 6 – Set Play, Control, Technical Fouls
- Rule 7 – Specification, Control
- Rule 8 – Scores, Technical Fouls, Specification, Control, The Play
- Rule 9 – Set Play, Technical Fouls, Control
- Rule 10 – Set Play, Technical Fouls, The Play
- Rule 11 – The Play, Technical Fouls, Definition of ‘Tipping’
- Rule 12 – Aggressive Fouls, The Play
- Rule 13 – Technical Foul, Set Play, Scores
- Rule 14 – Set Play, Technical Fouls
- Rule 15 – Set Play, The Play, Control (Umpires)
- Rule 16 – Aggressive Fouls, The Play, Definition of tripping and obstruction (partial)
- Rule 17 – Set Play, Scores
- Rule 18 – Control
- Rule 19 – Specification
- Rule 20 – Dissent
- Rule 21 – Specification (dangerous footwear)

Twelve rules deal with CONTROL in the section of the Official Guide REFEREE, LINESMEN, AND UMPIRES and from the above –

CONTROL is dealt with in Rules 6-9, 15, 18

SPECIFICATION is dealt with in Rules 1-5, 7, 8, 19, 21

PLAY is dealt with in Rules 6, 8-17, 20 (6, 9)

Of these twelve rules dealing with PLAY –

THE PLAY is dealt with under Rules 8, 10, 11, 12, 15, 16

SET PLAY is dealt with in Rules 6, 9, 10, 13, 14, 15, 16, 17

SCORES are dealt with in Rules 8, 13, 17

TECHNICAL FOULS are dealt with in Rules 6, 9, 10, 11, 13, 14

AGGRESSIVE FOULS are dealt with in Rules 12, 16, (6, 9)*

DISSENT is dealt with in Rules 16, 20

DEFINITIONS are dealt with in Rules 8, 11, 14, 15, 16

* from Rules for REFEREES, LINESMEN and UMPIRES p 119 O G

As would be expected under the ‘Three year rule’, very little change was made in the playing rules for football between 1930-31 and 1932-’33. However, it is interesting to note that definitions of terms now appear in five separate rules.

The lines on the football field differ from those on the hurling field. The former has 14 yds, 21yds, 50yds and half-way lines, the latter 21 yds, 70 yds and half-way

The anomaly in the Rule 5 regarding the number of players required for starting the second half of the game persists

The legislation dealing with the play in Rule 11 is still fudged and confused with '*carrying shall be taking more than four steps while holding the ball*' when the player clearly had to carry the ball for those four steps. What was meant was '*overcarrying shall be taking more than four steps*' but this peculiar definition persisted from 1896 until 1990!

There is ample evidence that when some feature of the game was proscribed, a habit developed of simply saying that this feature was considered carrying, throwing or some other existing foul rather than specifying the new foul clearly. This led to fudging of legislation which persisted. How could '*tipping the ball on the hand be considered carrying*' if this tipping was done in less than four steps?

However, this tipping the ball on the hand was the forerunner of the toe-tap, and it largely disappeared from the game when the toe-tap was accepted as a legitimate way of retaining possession.

Later, '*passing the ball with open hand was considered throwing*'. Throwing was specified as a foul. However the ball was still thrown in one handed from the sideline but a player could not score direct from such a throw.

The legislation dealing with a foul on a player just after he plays the ball away began to develop first by allowing any score made to stand but later a more detailed list of alternatives was included.

In this 1932-33 edition of the O G the section dealing with Referees, Linesmen and Umpires comes after the rules of football and hurling and is separated from them by three other sections dealing with Leagues, Tournaments and Objections and Appeals. It would be interesting to know why this big section dealing with rules of control of the play by the match officials was deliberately separated away from playing rules. There must have been some reason and a deliberate decision – especially since Rule 2 in this section warns players to note that '*the ball is in play till the whistle sounds and stoppage of play on their part is at their own risk*'.

This could not have escaped the Secretary's attention

15 (b) ANALYSIS OF HURLING RULES 1932 – '33.

Rule 1 – Specification

Rule 2 – Specification

Rule 3 – Specification

Rule 4 – Specification

Rule 5 – Specification

Rule 6 – Set Play, Control

Rule 7 – Set Play, Control, Scores

Rule 8 – Scores, Technical Fouls, (Nets compulsory for inter-county, recommended for club games), The Play, Control

Rule 9 – Set Play, Technical Fouls, Control, The Play

Rule 10 – Set Play, Technical Fouls, The Play

Rule 11 – Technical Fouls, The Play

Rule 12 – Set Play, Control, Technical Fouls

Rule 13 – Set Play, Technical Fouls, Control
 Rule 14 – Aggressive Fouls, Control, Definitions, Dissent
 Rule 15 – Set Play, Control
 Rule 16 – Control
 Rule 17 – Specification
 Rule 18 – Dissent
 Rule 19 – Administration
 Rule 20 – Specifications (dangerous boots)

Of these 20 rules – eight deal with Control –

CONTROL is dealt with in Rules 6, 7, 8, 9, 12, 13, 14, 16

SPECIFICATION is dealt with in Rules 1-5, 8, 17, 20

PLAY is dealt with in Rules 6-15, 18 (2)*

* Rule 2 in the section on match officials deals with The Play – *‘the ball is in play till the whistle sounds’*

Of these 12 rules dealing with playing the game –

THE PLAY is dealt with in Rules 8, 9, 10, 11

SET PLAY is dealt with in Rules 6, 7, 9, 10, 12, 13, 15

SCORES are dealt with in Rules 7, 8

TECHNICAL FOULS are dealt with in Rules 8, 9, 10, 11, 12, 13

AGGRESSIVE FOULS are dealt with in Rule 14

DISSENT is dealt with in Rules 14, 18

DEFINITIONS are dealt with in Rules 8, 11, 13, 14

p 199 of this 1932-33 Official Guide lists the eight changes made at Congress 1931, and *‘will be in operation on and from May 9th 1931’* The sixth item on this list states

That Rule 12, page 103 O G delete the words *‘and no score can be made unless the ball is played by an other player other than the striker’*

Yet Rule 12 page 103 of the 1932-33 O G still contained this clause despite it being rescinded in 1931! Hence a playing rule change was made in 1931 and the 1932/33 Guide was not amended to take account of it So anyone reading the playing rules of hurling given in this edition of the Guide could easily miss this amendment

The GAA Annals of 1936-37 record that the Congress of 1931 decided that a score made direct from a sideline puck should stand Congress of 1932 limited the length of the half – time break to ten minutes

The drafting of the playing rules was poor and deteriorating For example, the first statement in the Rule 11 entitled THE PLAY dealt with something which should not be done – *‘The ball must not be lifted off the ground with the hand when in play’* The rule entitled THE PLAY had become as much to do with technical fouls and definitions as with specific permissions

Some rules were open ended – *‘Holding includes obstruction of a player by hand or arm’* but did not define holding or list what else it included

As in football, the rule governing attacking players entering the parallelogram (still translated as *cearnóg*) is unclear and confusing

16 (a). ANALYSIS OF FOOTBALL RULES 1934 – ‘35.

Rule 1 – Specification

Rule 2 – Specification

Rule 3 – Specification

Rule 4 – Specification

Rule 5 – Specification plus penalty for failing to field full team for second half¹

Rule 6 – Set Play

Rule 7 – Specification, Control, Penalty for delay

Rule 8 – Scores, Technical Fouls, Specification (Nets on goals – as far as possible¹), goal = 3 points

Rule 9 – Set Play, Technical Fouls, Control, Note, The Play, (Nets)

Rule 10 – Set Play, Technical Fouls, Note 2, Penalty kicks, The Play

Rule 11 – The Play, Technical Fouls, Definitions

Rule 12 – Aggressive Fouls (Protection of Goalkeeper)

Rule 13 – Technical Fouls, Scores, Set Play

Rule 14 – Set Play, Technical Fouls, Definition

Rule 15 – Set Play, Control (Direction to Umpires)

Rule 16 – Aggressive Fouls, Definitions (Holding, Obstruction and Tripping) Control, Dissent, Simultaneous fouls, Set Play

Rule 17 – Set Play, Scores

Rule 18 – Specification, Control (Substitution)

Rule 19 – Specification – No 5 match ball

Rule 20 – Dissent

Rule 21 – Specification (dangerous footwear)

A further 16 rules come under the heading REFEREES, LINESMEN, and UMPIRES
Of these, two deal with the administration, one with The Play and one with the foul of Dissent

CONTROL is dealt with in Rules 7, 9, 15, 16, 18

SPECIFICATION is dealt with in Rules 1-5, 7, 18, 19, 21

PLAY is dealt with in Rules 6, 8-17, 20

Of these twelve rules –

THE PLAY is dealt with under Rules 9, 10, 11, (2)

SET PLAY is dealt with in Rules 6, 9, 10, 13-17

SCORES are dealt with in rules 8, 13, 17

TECHNICAL FOULS are dealt with in Rules 8, 9, 10, 11, 13, 14

AGGRESSIVE FOULS are dealt with in Rules 12, 16

DISSENT is dealt with in Rules 16, 20

An anomaly still persists in Rule 5 How could there be 15 players on a team for the second half if one or two were sent off in the first half?

An interesting feature of the four sets of playing rules of the 1930's which have been analysed is that changes were marginal. However, one feature of the rules of this decade which still has echoes even today is the slight confusion which surrounds the distance which players should be from the various free kicks, throw-ins and pucks – set pieces in general.

In football for all of this decade, opponents had to be outside the 21yds line for kick-outs after a wide, fourteen yards from free kicks, including penalty kicks and 50yds free kicks but only 10yds from the sideline throw-in. In hurling, for all of this decade, players had to be outside the 21yds line for puck-outs, 21yds from all free pucks and 21yds from 70yd free pucks except for 1932/33 when this was reduced to 10yds (a printing error perhaps?). It reverted to 21yds in 1934/35. However, as in football, all players had to be 10 yards from the sideline free puck.

The differing distances which opponents and team-mates had to be from the set pieces in this era is still (1998) reflected in the cries of spectators. The 'Five year Rule' was introduced in 1935 which meant that Motions to make, amend or rescind playing rules could only be tabled every five years. This should have meant that there would be no more playing rule changes until 1940. It did not.

Up until 1935, the player taking the kick out could 'tip-up' the ball with his foot to a team mate. Congress ended that method of restarting play, and the full kickout had to be taken from the ground.

Rule 6 introduced a new foul – if one of the seven players (goalkeeper and six others) moved forward of the 50yd line before the throw in. This is the only example found of where a free could be awarded before the game starts. It did not apply to hurling, and despite the 'five year rule' this foul is missing from subsequent sets of rules.

Charging a free kick or a free puck 'prematurely' became a named foul in both games.

The maximum length of the pitch was reduced from 170 yards to 160 yards. This reduction would affect hurlers more than footballers.

16 (b). ANALYSIS OF HURLING RULES 1934 – '35.

Rule 1 – Specification

Rule 2 – Specification

Rule 3 – Specification

Rule 4 – Specification

Rule 5 – Specification

Rule 6 – Set Play, Administration

Rule 7 – Specification, Control, Scores

Rule 8 – Scores, The Play, Specification

- Rule 9 – Set Play, The Play, Technical Fouls, Control
- Rule 10 – Set Play, The Play, Technical Fouls
- Rule 11 – Technical Fouls (> 3 steps), The Play
- Rule 12 – Set Play, (Sideline), Technical Fouls
- Rule 13 – Set Play, (70yd free), The Play, Technical Fouls, Directions to Umpires (3)
- Rule 14 – Aggressive Fouls, Definition (of Tripping), Obstruction, Control, Set Play, Simultaneous fouls
- Rule 15 – Set Play, Scores
- Rule 16 – Control (Substitution)
- Rule 17 – Specification (Ball)
- Rule 18 – Dissent
- Rule 19 – Administration
- Rule 20 – Specification (dangerous footwear)

There are now 16 rules of Control, 8 of Specifications and 11 on the game

CONTROL is dealt with in Rules 7, 9, 13, 14, 16

SPECIFICATION is dealt with in Rules 1-5, 7, 8, 17, 20

PLAY is dealt with in Rules 6-15, 18

Of these eleven rules dealing with PLAY –

THE PLAY is dealt with in Rules 8, 10, 11, 13

SET PLAY is dealt with in Rules 6, 9, 10, 12, 13, 14, 15

SCORES are dealt with in Rules 7, 8, 15

TECHNICAL FOULS are dealt with in Rules 9, 10, 11, 12, 13

AGGRESSIVE FOULS are dealt with in Rules 14

DISSENT is dealt with in Rule 18

DEFINITIONS are dealt with in Rules 10, 11, 14

Apart from the comments made after the analysis of the football rules above, one interesting item appears in Rule 10 which has five separate notes of explanation or expansion of the rule itself –

Note (3) The ball must be lifted at first effort to lift, and struck at the first effort to strike off the hurley Should a player fail to lift at first effort, or fail to strike off hurley at first effort, he must strike the ball off the ground The ball must be pucked before the opposing team can charge

This use of the term charge clearly applies to the opposing players rushing towards the free taker or the ball

However, Note (2) Rule 14 states –

Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed a foul

This use of the term charge here has a completely different meaning for it refers to the side-to-side charge (called the shoulder charge in those days) which involved physical contact between two players. This use of the same term to describe or refer to two quite different activities is confusing. This persisted up until 1 January, 1991. This particular Rule 14 Foul and Rough Play has six separate notes appended to it some of which do not deal with either foul or rough play. Note (5) states –

If the ball cross the side line it shall be given where the ball crossed the line

This did not refer to the locus of the free kick as a result of an aggressive foul but simply where the ball went out of play. It should have been included in Rule 12 which deals with Side Puck.

The first sentence of Rule 11 The Play ‘*The ball must not be lifted off the ground with the hand when in play*’ deals with something the players may NOT do i.e. a technical foul rather than specifying what they may do. However Note (1) of this rule is very interesting for it states –

Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where the foul occurred

A similar provision appeared in the Rule 11 for football but somewhere along the way this very sensible provision that a player may hold the ball as long as is necessary to take three steps in hurling or four steps in football was deleted or omitted, and an anomaly arose which allowed the player to take these steps if he was doing a solo-run but not if he was simply preparing to play the ball away. This anomaly created problems as players were penalised for overholding. Echoes of this persist today.

If the player taking a 70yd free puck fouls the ball, the ball is then pucked out from the goal by the defending side. Although the resulting free puck should be taken from where the foul occurred, this rule would ensure that the player taking this free puck would take a lot of care. Overall it is fair to comment that the legislation simply appeared to continue to expand and often with what appear to be very naive if not unnecessary statements. One is left to wonder if any effort was made to check out the statements of the rules thoroughly to ensure this type of looseness did not occur in the printed version of the rules which were published in the Official Guide.

The Association was now 50 years old, at least forty sets of playing rules for football and hurling had been produced, at least six Special Committees had been appointed by Convention to revise and clarify the rules for the guidance of clubs. Yet there is no clear evidence which suggested that there was any significant attempt made to try and ensure that the process of legislation was guided by an overall plan or a philosophy which reflected a clear vision of how the legislation should be formulated and presented.

There is clear evidence that the general rules of the Association were used to exclude certain sections of society which were regarded as noxious to the ideals of the GAA. More importantly perhaps, as was pointed out in the introduction, the rules were used to gam and retain the exclusive allegiance of players and officials.

All the evidence of these fifty years indicates that the system of legislating for the

playing of the games left much to be desired That invitation from Annual Convention to County Committees on 6 November, 1889 to propose legislation was clearly a very important policy decision The results of this decision were not properly monitored and corrected This failure was the root cause of a problem which was to get progressively worse until very drastic action had to be taken to curtail its consequences

However, it was to be ten years before this happened, and there were to be several more editions of the playing rules published before the rules were combined

17 (a). ANALYSIS OF FOOTBALL RULES 1937.

- Rule 1 – Specification
- Rule 2 – Specification
- Rule 3 – Specification
- Rule 4 – Specification, Control
- Rule 5 – Specification
- Rule 6 – Control, Set Play
- Rule 7 – Specification, Control, Scores, (Deliberate delay)
- Rule 8 – Scores, Control, Definitions
- Rule 9 – Set Play, The Play, Technical Fouls, Control
- Rule 10 – Control, Set Play, Technical Fouls
- Rule 11 – The Play, Definitions, Technical Fouls
- Rule 12 – Aggressive Fouls
- Rule 13 – Control, Set Play
- Rule 14 – Set Play, Definitions, Technical Fouls
- Rule 15 – Set play, Control, Definitions, (Directions to Umpires)
- Rule 16 – Aggressive Fouls, Definitions, Control, Dissent, Set Play
- Rule 17 – The Play, Set Play, Control
- Rule 18 – Control, Specifications
- Rule 19 – Specifications
- Rule 20 – Dissent, Control
- Rule 21 – (Administration – failure to play)
- Rule 22 – Specifications (Dangerous boots)

From this analysis it emerges that –

SPECIFICATIONS are dealt with in Rules 1 – 5, 7, 18, 19, 22

CONTROL is dealt with in Rules 4, 6 – 15 (1 – 15 in Section on Control)

PLAY is dealt with in Rules 6 – 17, 20

Of these 13 rules dealing with Play –

THE PLAY is dealt with in Rules 9, 11, 17

SET PLAY is dealt with in Rules 6, 9, 10, 13 – 17

SCORES are dealt with in Rules 7, 8

TECHNICAL FOULS are dealt with in Rules 9, 10, 11, 14

AGGRESSIVE FOULS are dealt with in Rules 12, 16

DISSENT is dealt with in Rules 8, 11, 14, 15

DEFINITIONS are dealt with in Rules 8, 11, 14, 15, 16

Despite the 5-year rule, changes were made in 1937

A new section 4(a) was added to **Rule 4 Lines** which required the referee to report irregularities in the marking of the Field of Play, and it advised the two captains to '*jointly call attention to irregularities*'. This section went on to state that the Committee or Council acting on such a report can order a replay. This interesting piece of legislation may have been introduced to require clubs to mark the fields of play properly as much as to provide a solution to on-field wrangling over the lines. Since it offered an opportunity for redress of a failure which might affect performance, it can be seen as an effort to ensure fair play.

However, if teams agreed to play even when dissatisfied with the markings, then it was inevitable that the losing team would object if some other part of the game was unsatisfactory. The facility to register a complaint remained, the bit about ordering a replay was dropped.

The foul for moving forward of the 50yd line before the throw-in disappeared.

There are two rules with the number 8, the second of which deals with **The Kick – out** where an interesting change was made. All '*defenders*' *except the player taking the kick and the goalkeeper who shall remain within the parallelogram, to be outside the 14 yards line*'. This was designed to encourage more long kicks out even though the kicker could play the ball more than once – a concession in operation since 1910. However, the opponents had to be either outside the 21yds line or 14yds from the ball if it was kicked from the 21yds line.

The wording of this rule indicates that the legislators did not realise that the team that was in possession of the ball 'are attackers' rather than defenders, and this anomaly persisted until January, 1991.

An additional note was added to Rule 10 which made it a foul 'to charge a free kick' this could result in the award of a penalty kick if a defender charged from within the 'parallelogram'. The use of the term 'charge' was unfortunate for this same term appears elsewhere in the rules where it means something entirely different.

Although Rule 13 deals with **Entering the Parallelogram**, the third note after Rule 15 which deals with **Fifty Yards Kick** instructs the umpires how to signal a breach of the parallelogram rule. This lack of understanding of the reader's and the referee's problem with dispersed legislation further underlines the lack of care in assembling the legislation in the Official Guide.

More importantly, it would be interesting to know why Secretary O'Caoimh allowed any changes to be made to the playing rules when the Rule 3 in the section of the Official Guide ANNUAL CONGRESS, OR ANNUAL GENERAL MEETING states that **The playing rules may only be changed every five years.**¹⁸

18 See Official Guide 1932-33 p 50 also Official Guide 1938 p 63

17 (b). ANALYSIS OF HURLING RULES 1937

Rule 1 – Specification

Rule 2 – Specification

Rule 3 – Specification

Rule 4 – Specification, Control

Rule 5 – Specification

Rule 6 – Control, Set Play

Rule 7 – Specification, Control, Scores

Rule 8 – Scores, (Goal nets) Control, Definitions

Rule 9 – Set Play, The Play, Technical Fouls, Control

Rule 10 – Set Play, Technical Fouls, The Play, Control

Rule 11 – Technical Fouls, The Play, Definitions, Aggressive Fouls

Rule 12 – Set Play, Technical Fouls, Control

Rule 13 – Set Play, Control, Definitions, Technical Fouls

Rule 14 – Aggressive Fouls, Set Play(Simultaneous fouls), Definitions,
Control, Dissent

Rule 15 – Set play, Control (Discretionary scores)

Rule 16 – Control (Referee may allow substitutes)

Rule 17 – Specification (the ball)

Rule 18 – Dissent

Rule 19 – (Administration – penalty for failure to play)

Rule 20 – Specification (dangerous footwear)

From this analysis it emerges that –

SPECIFICATION is dealt with in Rules 1-5, 7, 17, 20

CONTROL is dealt with in Rules 4, 6-10, 12-16 (1-15)

PLAY is dealt with in Rules 6-16

Of these 11 rules dealing with PLAY –

THE PLAY is dealt with in Rules 9, 10, 11

SET PLAY is dealt with in Rules 6, 9, 10, 12-15

SCORES are dealt with in Rules 7, 8

TECHNICAL FOULS are dealt with in Rules 9-13

AGGRESSIVE FOULS are dealt with in Rules 11, 14

DISSENT is dealt with in Rules 14, 18

DEFINITIONS are dealt with in Rules 8, 11, 13, 14

Unlike football, Rule 10 of Hurling has no reference to '*charging the free puck*'. There is no restriction on the number of defenders who can defend a 21yd free puck. Hurlers were still restricted to three steps while holding the ball in the hand. Footballers were allowed four steps.

A very interesting note was added to Rule 10 – (5) *The attention of referees is drawn to the ruling of Council that a player can only catch the ball twice before hitting. Throwing up the ball and catching it without playing it on the hurley is not allowed.* These two changes in the rules should only have been made by Annual

Congress (and only every five years) where motions on the rules were allowed to be debated This habit of usurping the power vested in Annual Congress persisted for over 60 years

18 (a). ANALYSIS OF FOOTBALL RULES 1938.

- Rule 1 – Specification
- Rule 2 – Specification
- Rule 3 – Specification
- Rule 4 – Specification
- Rule 5 – Specification
- Rule 6 – Set Play
- Rule 7 – Specifications, Control, Technical Fouls
- Rule 8 – Scores, (Nets recommended), Control, The Play
- Rule 9 – Set Play, Control, The Play
- Rule 10 – Set Play, Technical Fouls, Control, The Play
- Rule 11 – The Play, Definitions, Technical Fouls
- Rule 12 – Aggressive Fouls and exceptions
- Rule 13 – Technical Fouls, Control
- Rule 14 – Set Play, The Play, Technical Fouls
- Rule 15 – Set Play, The Play, Control
- Rule 16 – Aggressive Fouls, Definitions, Control, Dissent, Set Play
- Rule 17 – Set Play, Scores
- Rule 18 – Control (Substitution), Specifications
- Rule 19 – Specification, (Ball No 5 Match Ball)
- Rule 20 – Dissent, Control
- Rule 21 – Specification (dangerous footwear)

The section of rules dealing with Referees, Linesmen and Umpires had this important paragraph added to Rule 2

Intruding persons other than those authorised to be reported by the Referee
Players or officials interfering in any way with the Referee or Umpires to suffer a
penalty at the discretion of the Committee in charge

In addition to the Rules of Control set out in this section of the Official Guide, of these rules of football –

CONTROL is dealt with in Rules 7, 8, 9, 10, 13, 15, 16, 18, 20

SPECIFICATION is dealt with in Rules 1-5, 7, 19, 20

PLAY is dealt with in Rules 6 – 17 inc

Of these twelve rules dealing with PLAY –

THE PLAY is dealt with under Rules 8, 9, 10, 11, 14, 15

SET PLAY is dealt with in Rules 6, 9, 10, 14, 15, 16, 17

SCORES are dealt with in Rules 8, 17

TECHNICAL FOULS are dealt with in Rules 7, 10, 11, 13, 14

AGGRESSIVE FOULS are dealt with in Rules 12, 16

DISSENT is dealt with in Rule 20

DEFINITIONS are dealt with in Rules 11, 16

Some interesting changes, mainly additions, were made in 1938

Note (4) of Rule 10 states –

A player charging a free commits a foul and a free will be given from where the player charged. Should a player charge from within the parallelogram a **penalty kick** will be given (emphasis added)

It must be assumed that for this charging to be a foul, it had to be done within the distances opponents were required to keep away from set pieces (10yds, 14yds and 16yds) but no mention is made of any of these distances. However, this is the first time the term penalty appears even though Note 2 just above this in the same page specifies the penalty kick without naming it as such.

Rule 12 is the first piece of legislation aimed specifically at protecting the goalkeeper. Previous legislation, particularly those which introduced the seven yard square in 1896, the three five yard squares in 1907, and the ‘parallelogram’ 15yds x 5yds in 1912 were aimed at preventing fouls on any defenders inside these areas as well as specifying where the kick-out was to be taken from. The wording of the rule gives a good insight into this part of the game –

The Goalkeeper shall not be charged unless in possession of the ball or obstructing an opponent, or when he has passed outside the parallelogram

The goalkeeper was clearly in need of some protection in his own ‘parallelogram’ but even in those days, he could be charged when in possession. It should be remembered that at this time the charge had not been defined, and a charge could be into the opponent’s chest. If the goalkeeper was obstructing an opponent, he was committing a foul which, if committed inside the ‘parallelogram’, should have been penalised by a penalty kick. So the need to specify this exception is unclear. When the goalkeeper passed outside his own parallelogram, he was treated like any other player, and that meant he could be charged even when not in possession of the ball.

The current legislation on this aspect of the game still reflects some of these early efforts at protection of the goalkeeper even though it has been overtaken by further legislation which reduced significantly the occasions on which the rules permit a side-to-side charge to be given.

Rule 8. Scores uses the term goal posts when dealing with goals, the term ‘*upright posts*’ is used when dealing with points. **Rule 15 Fifty Yard Free Kick** refers to ‘points post’ which were discarded 28 years previously.

Rule 16 is now extended to provide for heavier penalties for aggressive fouls. The penalty for ‘late fouls’ now include a free kick from –

(i) Where the foul occurred if foul prevented player from playing the ball

- (n) from where the ball lands except a score is made which stands, or
- (iii) from where foul occurred if the ball crossed the end or side line

This rule was to be subject to several further refinements to cover most, if not all, of the possible eventualities including the case where the ball lands nearer a player's own goal than his opponent's goal. It was to be another example of where a simple rule was introduced to solve a problem but then became very long and detailed and difficult to remember and apply.

The question of allowing time for injured players entered the legislation with two minutes being allowed for recovery. Clearly a seriously injured player may not recover in two minutes. This rule reflected the urge to 'keep the game moving' rather than care for the injured player.

Henceforward only two officials will be permitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for those officials (to apply to inter-county matches).

While it is understandable that rules relating to the provision of goal-nets should apply only to inter-county games in those days, it is interesting to note that the above rule did not apply to club games.

However, a new paragraph appeared at the end of Rule 2 in the section devoted to Referees, Linesmen and Umpires (now separated by three other sections of rules from the playing rules) which said –

Intruding persons other than those authorised to be reported by the Referee. Players or officials interfering in any way with the Referee or Umpires to suffer a penalty at the discretion of the Committee in charge.

This was clearly aimed at solving what must have become quite a serious problem of intrusion onto the field of play. Discretionary penalties reflected the rule that there *could be no appeal to a court of law*.

In the absence of specified penalties, people who intruded onto the field of play risked indefinite suspension.

18 (b). ANALYSIS OF HURLING RULES 1938.

- Rule 1 – Specification
- Rule 2 – Specification
- Rule 3 – Specification
- Rule 4 – Specification
- Rule 5 – Specification, Control
- Rule 6 – Set Play, Control
- Rule 7 – Specification, Control
- Rule 8 – Scores, Control, The Play

- Rule 9 – Set Play, Technical Fouls
- Rule 10 – Set Play, The Play, Technical Fouls
- Rule 11 – The Play, Technical Fouls, Definitions
- Rule 12 – Set Play, Technical Fouls
- Rule 13 – Set Play, Control, The Play, Technical Fouls, Directions to Umpires
- Rule 14 – Aggressive Fouls, Definitions, Control, Set Play
- Rule 15 – Set Play, Control, Scores
- Rule 16 – Specifications (Substitution), Control
- Rule 17 – Specification of ball
- Rule 18 – Dissent
- Rule 19 – Administration
- Rule 20 – Specification (Dangerous boots)

Of the rules dealing with hurling above –

SPECIFICATION is dealt with in Rules 1, 2, 3, 4, 5, 7, 20

CONTROL is dealt with in Rules 5, 6, 7, 8, 13, 14, 15, 16

PLAY is dealt with in Rules 6, 8-15, 18

Of these ten rules dealing with the playing of the game –

THE PLAY is dealt with in Rules 8, 10, 11, 13

SET PLAY is dealt with in Rules 9, 10, 12, 13, 14, 15

SCORES are dealt with in Rules 8, 15

TECHNICAL FOULS are dealt with in Rules 9, 10, 11, 12, 13

AGGRESSIVE FOULS are dealt with in Rule 14

DISSENT is dealt with in Rule 18

DEFINITIONS are dealt with in Rules 11, 14

The set of rules governing the match officials was common to both games. A note after the last rule of hurling refers the reader to Rule 25 in the section of the Official Guide which deals with the championships.

Rule 25 in the Official Guide on p 77 states

The referee shall not permit a member of a team to play if he is not properly togged out. There can be no objection under this rule. Captains should report to referee players not properly togged out.

There must have been some very good reason for including this piece of legislation in the Official Guide. It is interesting that although attention is drawn to it in the section dealing with the playing rules of hurling, it was not included there where one would expect to find such a tough piece of legislation. By including this in the another section altogether where it might be argued that it was not a playing rule, this legislation could be tabled in any year – not just the year that playing rules could be changed.

Some of the early editions of the playing rules described the kit which the players

should wear but this disappeared from the rules, and in its absence, the referee was left to decide what ‘properly toggled out’ entailed. However, since the captain could report a player, presumably an opponent, to the referee for not being properly toggled out, the correct playing kit was well known if not always worn.

One is left to guess what type of kit – other than the dangerous footwear specified in the playing rules – merited a ban from playing. Neither was it made clear whether the removal of the offending kit overcame the sanction. Presumably, the first thing players did when they met their opponents on the field was to examine their kit and then, if it was all right, to shake hands!

The correct place for this rule was in the section of the Official Guide allocated to Referee, Linesmen and Umpires where the duties and powers of the referee are dealt with, and some formal addition made to the rule about dangerous footwear. This misplacement of playing rules or parts of playing rules to other parts of the Official Guide was a trend that developed to the stage where at the Congress of 1950, Co Armagh proposed a motion that –

‘That interpretations of Rules and Rulings given by Central Council at various times be collected, printed and circulated to all clubs.’

Although the President stated that, ‘If it is feasible it will be carried out’, Padraig O’Caoimh was quick to point out to Congress that, – ‘There are no rulings given by the Central Council’¹⁹ But as has been shown above, this was not true.

The problem of dispersal of rules relating to the playing of the game will be discussed in more detail in the review of the period in which the rules of football and hurling were written down separately – the first era of legislation.

An interesting addition to Rule 5 deals with irregularities of the pitch markings. The onus is put on the referee to report any such irregularities. Moreover the captains can ‘jointly call attention’ to same. ‘*A Committee or Council acting on such a report can order a replay*’ sic. Football Rule 5 mentioned replay.

However, somewhere down the years, this ‘replay’ aspect of this rule was lost, and while objections could be made, the sanction or power to order a replay was also dropped.

Despite the fact that the first sentence in Rule 10 is ‘*The penalty for all breaches of the rules shall be a free kick*’. Note (4) of this rule which specifies it as a foul to ‘*make a second attempt to lift or otherwise foul the ball*’ is penalised with a throw-in between the opposing sides (the free puck having been cancelled).

Rule 10 also contains the first reference in Hurling Rules to a penalty – ‘*should a player charge from within the parallelogram, a penalty to be given*’. However, it does not specify how many defenders remain on the goal line for a penalty puck.

Two years later at Congress in 1940, Motion 33 –

That the meaning of ‘penalty’ at the end of Rule 10 (5) p 107 O G be clearly defined and the definition inserted in the Rule Book” (Gaillimh)

The Chairman P. Mac Con Milhe said the term meant just a ‘penalty’.

19 Congress Bulletin 1950 and Minutes of Congress 1950

There was really no such thing in hurling. The word “penalty” had crept into the Hurling Rules because it occurred in the Football Rules. There was really no such thing in Hurling.²⁰

Not for the first or indeed the last time do we “get” this type of condescending attitude to gaelic football being expressed at the very highest level of the Association.

Playing rules were being changed by Council between Congresses for Note (5) of Rule 11 states –

The attention of Referees is drawn to the ruling of Council that a player can only catch the ball twice before hitting. Throwing up the ball and catching it again without playing it with the hurley is not allowed.

If this was to be regarded as a foul, the use of the phrase ‘is not allowed’ is interesting for presumably it was penalised by a free puck. This addition was made by Central Council although it did not have the power to ‘make, alter, or amend the laws and rules of the Association’. This power was reserved to Annual Congress but Central Council occasionally does alter and proposes the alteration of playing rules – even in the late 1990’s!

The ‘square ball’ rule, or ‘parallelogram rule’ as it is referred to in some editions of the Official Guide appears in the 1907-’08-’09 edition of the Official Guide as a subsection of Rule 3 which has some curious statements already referred to. This legislation was introduced to protect goalkeeper and backs and only applied if they were charged before the ball arrived in this area.

Gradually, the football rules dropped the requirement about charging a defender and made it a foul to be in this area before the ball. However, the hurling rules retained this qualification up to 1938 and hence there was a difference between the legislation for football and hurling on this point. The rule should have made it clear that the ball had ‘to arrive’ in this area before referees penalised players.

Even though ‘Entering the Parallelogram’ got the status of a rule in football, it remained a subsection of the 1943 Hurling Rule 11 Note (3).

However in the rules of hurling, it is true to say that considerable fudging, several anomalies and much confusion arose from the poor wording of this rule, and, unfortunately, some of this is still with us even today.

It is clear from reading the rules for hurling and comparing them with those for football, there was a different hand at work in the drafting. Even with the problems referred to above, the statement of the hurling rules, the grammar and punctuation were superior to that in the football rules.

Whatever else may be said of this period, it is true to say that the problems of the presentation of the playing rules occupied a significant amount of officials’ time.

Despite the pleas and arguments made by Padraig O’Caomh for better sportsmanship, more respect for the referees and their decisions, and his efforts to produce a set of rules which would promote these aspirations, it is clear that he did not go the right way about achieving his objectives. It is hard to believe that he did not have at his disposal or at least somewhere in the Association, people who could draft

²⁰ Minutes of Congress 1940

the rules in a way which would have gone a long way to solving many of the problems he highlighted annually in his reports. Had he devoted more attention to studying and the drafting of the playing rules, and keeping a proper record of them, he might not have found it necessary to comment to Congress in his Annual Report that players be suspended for three months minimum when sent off!

In the end, he went for a 'solution' which, rather than alleviate the problems, encapsulated them in a web of bureaucratic bungling – a sort of legal time warp, which eventually led to the 'Decade of the Dual Rules' "

19. THE PLAYING RULES OF HURLING AND FOOTBALL 1939

(The set of playing rules for hurling and football produced by the Association in 1939 was based on the Official Guide of 1938. The rules were combined in a way which is less amenable to rigorous analysis. This is the first time the rules were so presented, and the first time that hurling preceded football in the titles of the rules)

In 1939 the Association published an edition of the playing rules which was a complete departure from all previous editions. For the first time (as far as can be ascertained) an attempt was made to present the playing rules of the two games in a combined format.

Given the frustration expressed by O'Caoimh in successive Reports to Annual Convention²¹ about the rules and misbehaviour on the field and, more importantly, given his ten record to date in managing the legislative process, it is fair to assume that this whole idea of combining the playing rules of two entirely different games was his.

The author of this set of rules is not acknowledged. However, it is fair to assume that O'Caoimh was either the secretary of this committee or had a very significant input to it. What can be said with certainty is that very shortly afterwards, a special rules committee was set up – sometime in 1940 – with a brief to rewrite the rules along the lines he dictated. He achieved this objective 10 years later.

It is clear that O'Caoimh saw this combining of the rules as a solution to some of the problems, and given the common areas (in the sets of rules for each game) such as control and specification, the idea was at once radical and fraught with danger. Radical in that it was a completely new format of presentation which could have had substantial benefits for the readers and the referees, and dangerous because of the obvious consequences of the need for interpretations which eventually visited the process in later decades.

It is clear that he did not recognise that there are only three sections into which the playing rules can sensibly be divided – rules of control, specification and play. Had he identified this, he would have found that the first two sections are amenable to combining (co-ordinating is the term he used) because they have such a lot in common.

21 See P. O'Caoimh's Report to Congress 9 4 1939

Having combined some of the specifications for the two games, the reference to the Official Guide was given thus

1 Ground Maximum, 160 yards x 100 yards, Minimum, 140 yards x 84 yards (83 – 1; 99 – 1) (emphasis added)

This 83 – 1 referred to O G p 83 Rule 1 which is Rule 1 of Football Rules of 1938 99 – 1 refers to O G p 99 Rule 1 of Hurling Rules This was helpful to those who had a copy of this set of combined rules and a 1938 Official Guide Few people would have had access to both these documents because very few Official Guides were printed The few errors in reference would not have been very misleading

However, the introduction of terms like ‘Dead ball’, ‘mutual fouls’ was inappropriate for these misnomers could be picked up by the media and their use of them could popularise them The use of Goal Delivery²² was an odd title for a rule dealing with the puck out

The underlying policy of this edition of the rules appears to have been one of rationalisation, rather than clarification because the separate sets of rules were clear enough

The anomaly in Rule 5 in both games must have been obvious **If a team did not field 15 players at the start of the second half it would forfeit the match** Since players sent off in the first half could not be replaced, a team automatically forfeited the game!

In the section of this edition which deals with Disqualifications, Suspensions, Misconduct on Field *‘a player ordered off stands suspended for at least one month and must be reinstated by responsible authority* If ordered off for striking another player the minimum suspension is one month

Remembering O’Caoimh’s annual pleas for better behaviour and his opinion that such conduct should merit three months suspension, one is left to wonder if he was aware that since 1931, the suspension period for striking was three months, and this rule was referred to in this edition as (33 – 8,8a) where the 8a states *‘when a player is ordered off the field by the referee for striking another player he shall be suspended for a minimum period of three months’*²³

The conclusions to be drawn from the analysis of this special edition of the playing rules of hurling and football are that O’Caoimh was not able to keep abreast of the legislation If rationalisation was the objective, he went the wrong way about it Similar legislation was still dispersed, important pieces of legislation which were passed since he assumed office, and which he had entered in the Official Guide seemed to have been forgotten²⁴ Clearly he had another agenda, and this became

22 See Appendix 1, p 190

23 Official Guide 1938, p 33

24 In 1931, two years after Pádraig O’Caoimh became General Secretary, Congress passed a motion which imposed a penalty of three months on a player dismissed for striking another player This rule was not inserted in the appropriate section of the Official Guide for some years However, It appeared as Rule 8 a in the 1938 O G

However, the “Abridged and Rearranged” Official Guide of 1939, for which O’Caoimh was responsible, stated that the penalty was now one month!

So why was the General Secretary complaining that the penalty should have been three months?

clear over the next decade as his obsession with the hand pass and 'co-ordination' of the rules became his policies. If his regular concern²⁵ about misbehaviour was laudable, his failure to ensure implementation of rules dealing with misbehaviour is inexplicable

20 (a). ANALYSIS OF FOOTBALL RULES 1943.

- Rule 1 – Specification
- Rule 2 – Specification
- Rule 3 – Specification
- Rule 4 – Specification, Control
- Rule 5 – Specification
- Rule 6 – Control, Set Play
- Rule 7 – Specification
- Rule 8 – Scores, Control
- Rule 9 – Set Play, Technical Fouls
- Rule 10 – Set Play, Technical Fouls
- Rule 11 – The Play, Technical Fouls, Definition
- Rule 12 – Aggressive Fouls and exceptions
- Rule 13 – Technical Fouls
- Rule 14 – Set Play
- Rule 15 – Set Play, The Play, Control
- Rule 16 – Aggressive Fouls, Definitions, Set Play
- Rule 17 – Set Play, Scores
- Rule 18 – Control (Substitution)
- Rule 19 – Specification of ball

Since the rule had not been changed by Congress, one is left to guess whether O'Caoimh was unaware that this rule had ever been made by Congress, or whether he was aware that the penalty had been reduced to one month without the authority of Congress, or whether he was responsible for authorising the change in the new edition of the Official Guide which was published in 1939 and was, as stated, copied from the 1938 edition. It was not to be the last time that Pádraig O'Caoimh's impact on the playing rules was to have serious and long lasting repercussions. The saga of the hand pass rule was only a few years away!

25 In his Report to Congress on 9/4/1939, Pádraig O'Caoimh complained that

It is unpleasant at this advanced stage of native games to find it necessary to appeal to players to curb their tempers and respect the spirit of the arena, or else to urge that the rules relating to misconduct on the field be strictly enforced, if not strengthened. The fact that most of the offences which prompt this occur in junior ranks makes the need for salutary measures all the more imperative. Such tactics are only too likely to be carried into senior contests and they present a deplorable example to younger players.

The suspension of one month incurred by a player ordered off the field should be increased to three. The present penalty is wholly inadequate for offences liable to provoke others and which give rise to scenes bringing humiliation to all self-respecting Gaels.

It is true that mere amplification of rules will not bring about a proper spirit in the arena or games unless all concerned have an active respect for the character and purpose of both. Nor will the enactment of prohibitions and obligations alone promote the cause of Gaelicism unless the rank and file realise that divided allegiance is no allegiance and that the restoration of the Gaelic State can never be assured until it is complete in every function and feature.

Rule 20 – Dissent

Rule 21 – Specification (dangerous boots)

There are nine rules dealing with Control in this section CONTROL OF MATCHES

Of the 21 rules of football –

SPECIFICATION is dealt with in Rules 1-5, 7, 19, 21

CONTROL is dealt with in Rules 4, 5, 8, 15, 18

PLAY is dealt with in Rules 6, 8-17, 20

Of these 12 rules –

THE PLAY is dealt with in Rules 11, 15

SET PLAY is dealt with in Rules 6, 9, 10, 14, 15, 16, 17

TECHNICAL FOULS are dealt with in Rules 9, 10, 11, 13

AGGRESSIVE FOULS are dealt with in Rules 12, 16

DISSENT is dealt with in Rule 20

DEFINITIONS are dealt with in Rules 11, 16

The section of the Official Guide which dealt with Referees, Linesmen and Umpires has now been placed before the playing rules but still separated by other unrelated sections Under the new CONTROL OF MATCHES section, the duties and powers of the referee, linesmen and umpires are set out more clearly but this section goes on to deal with a variety of non-related topics such as trophies, Averages (of league points) and expenses

The most interesting changes affecting the legislation occurred in the redrafting of the rules of Control in a separate section However, much of the legislation on control remained embedded in the playing rules, and it was becoming obvious both from the legislation itself and the motions and minutes of Congress that a much more comprehensive redrafting of all the legislation governing the playing of the game had become necessary Although Motion 7 of Congress Bulletin 1939 p 66 –

That the Central Council be requested to clarify and simplify the rules contained in the Official Guide issued annually Loch gCarman

reflected dissatisfaction with the presentation of the playing rules, it was withdrawn O’Caoimh had other plans, and the withdrawal of this motion was to forestall a criticism of his work On page 114 of this Bulletin under the heading TERMS OF REFERENCE RE FOOTBALL, it was announced that –

It was agreed to call a meeting of the Referees in football on the eve of the next meeting (of Central Council) to discuss the following

- (i) Uniformity of interpretation of the Rules
- (ii) Procedures

In his 1939 Secretary’s Report to Congress under the heading Referees, O’Caoimh wrote -

There seems to be a revival of unfair criticism of referees and, as might be expected, an increase of open hostility on the part of less restrained team-supporters amongst the public. The injustice and danger of this cannot be minimised and every influence must be exerted to repress it, whether it occurs at county or inter-provincial matches

In 1940 under that section of his Annual Report dealing with RULES AND REFEREES, O'Caoimh wrote –

There is no point in Gaelic procedure for which the existing rules do not provide. The sole duties of Officials, on and off the field, are clear. To apply the rules in accordance with their commonsense meaning and spirit and avoid all “interpretations” which only distort or weaken them. In this way alone can uniformity be secured and it is surely the easiest and most sensible method. It is to be hoped that, after the revision of the Playing Rules due this year, the Laws and Aims of the Association will be honoured alike by all who desire to see our native games continue their march of progress and service amongst Irish manhood

O'Caoimh's advice ‘to avoid all “interpretations” which only weaken or distort them (the rules) was very sound, and had it been followed, many of the problems which besieged the playing rules over the next fifty years could have been avoided. However, while the advice was sound, had he studied the wording of the rules carefully in conjunction with these ‘interpretations’ he would have found that the interpretations arose out of attempts to make sense of poorly worded rules rather than attempts to distort or weaken the rules. It would have been obvious that if the rules were properly drafted and carefully worded, there would have been only one commonsense meaning for each, and this scourge of ‘interpretation’ would have never developed. It was to become a common catchphrase. Over the period 1938 to 1943, it is clear that considerable difficulties arose out of the wording of the playing rules, and dissatisfaction was reflected both in the motions to Congress in 1940, and the comments made when debating those motions. For example, ‘Mr Seamus Long (Cork) drew attention to weaknesses or contradictions in the rule book, and suggested that it should be edited by a committee of three to be appointed by the incoming Central Council’²⁶

Another Rules Revision Committee was set up and although its terms of reference were clearly set out, it took considerably longer (several years longer) to complete its report than had been anticipated

It is interesting to note that motions relating to changes in the playing rules at the Congress of 1940 were not all incorporated into the 1943 playing rules

For example, a successful Dublin motion that ‘*A substitute for an injured player be not allowed to come on at half time*’ should have appeared in Rule 18 but was omitted. More importantly another successful motion that ‘*When a player deliberately kicked the ball away and refused to bring it back, he was to be sent off*’, was not included in Rule 85(d), 1943 or anywhere. However, a successful Mayo motion requiring players

²⁶ *Irish Independent*, 25 March, 1940

on the team opposing a kickout to be outside the 21 yards line was incorporated in Football Rule 9, 1943. The fact that this was already a part of the Rule on **Kick – out** for the previous 30 years was overlooked. This approach to the legislation indicates both an unwillingness to include certain rule changes which have been passed by Convention, and an inability to keep track of the changes and enter them correctly when the subsequent Official Guide was printed.

Echoes of the extraordinary efforts in the early part of the century to abolish the catch from gaelic football reverberated in Congress of 1940 where a Kerry delegate, Mr M O'Ruairc proposed that *'When a player receives the ball from a handpass, he must either kick it or drop the ball'*. This was seconded by P D Breen.

A direct negative was proposed by delegates from Meath and Louth. During the lengthy debate, the most important contribution was that of Mr T P Clarke (Kildare) who said that *'Handpassing was an evolution of the game and if they tampered with the rule it would injure the game.'*²⁷ (emphasis added). In stating this, he demonstrated that he understood the effect which this change of rule could have on the game. Although the motion was lost in a very close vote, the days of the handpass were numbered.

Analyses of the debates at Congress reveal that there did not appear to be anyone in the Association who could speak with authority on the proper technical development of the game of gaelic football, and the game was subject to change at the whim of uninformed or ill-informed delegates.

Suffice it to say here that while there appeared to be a high level of dissatisfaction with the way in which the rules were worded and presented, there was a willingness to try to overcome the problems – if only by resorting to the traditional method of appointing a special committee.

However, it is fair to say that since the real problems with the legislation were never clearly identified, a solution was a very considerable way off – about forty years to be precise and, although proposed in the early eighties, it was to be on a December afternoon in 1990 before that solution was finally accepted.

20 (b). ANALYSIS OF HURLING RULES 1943

- Rule 1 – Specification
- Rule 2 – Specification
- Rule 3 – Specification
- Rule 4 – Specification, Control
- Rule 5 – Specification
- Rule 6 – Set Play
- Rule 7 – Specification, Control
- Rule 8 – Scores, Control
- Rule 9 – Set Play, Technical Fouls
- Rule 10 – Set Play, Technical Fouls, Definitions
- Rule 11 – Technical Fouls, The Play, Definitions

²⁷ Minutes of Congress 1940

- Rule 12 – Set Play, Technical Fouls
- Rule 13 – Set Play, The Play, Technical Fouls
- Rule 14 – Aggressive Fouls, Definitions Penalties
- Rule 15 – Set Play, Scores
- Rule 16 – Control
- Rule 17 – Specification (of ball)
- Rule 18 – Dissent
- Rule 19 – Administration
- Rule 20 – Specification (dangerous boots)

Noting that the repositioned section of the Official Guide which deals with Control is common to both games, it is sufficient to mention that of the above Rules of Hurling –

SPECIFICATION is dealt with in Rules 1-5, 7, 20

CONTROL is dealt with in Rules 4, 7, 8, 13, 16

PLAY is dealt with in Rules 6, 8-15, 18

Of these ten rules dealing with Play –

THE PLAY is dealt with in Rules 11, 13

SET PLAY is dealt with in Rules 6, 9, 10, 12, 13, 15

SCORES are dealt with in Rules 8, 15

TECHNICAL FOULS are dealt with in Rules 9, 10, 11, 12, 13

AGGRESSIVE FOULS are dealt with in Rule 14

DISSENT is dealt with in Rule 18

DEFINITIONS are dealt with in Rules 10, 11, 14

There is not much to add to the review of the 1943 playing rules except to underline a clearly expressed opinion (by the President) that hurling and football **were not quite “blood brothers” in our cultural family**, and, importantly, that at least some of the rules of hurling were quite different both in statement and intent from those of football where otherwise one would have expected to find conformity

Rather than come out openly and state quite clearly that we have two entirely different games which should have a large section of entirely different rules of play, but which at the same time, because of the common playing field and often common referee, needed some overlap in uniformity of rules, this whole important question was fudged, occluded and eventually ‘pickled’ for a future generation to deal with. This condescending attitude of the hurling cognoscenti to the football aficionados was clearly defined and hurtful.

Ultimately, this unwillingness to deal effectively with this sort of problem when it had emerged and had been identified, led to the policy of attempting to make the same rules for both games for the convenience of the administrators much more so than for the dual referee whom they claimed to be worried about.

As late as 1994, there were clear signs that this issue was on the agenda again, and was being dealt with objectively. Although it can be shown to be amenable to a rather simple solution, it was interesting to note how this mentality impacted on the presentation of sets of playing rules after 1945.

21(a) ANALYSIS OF THE RULES OF FOOTBALL 1945.

- Rule 1 – Specification
- Rule 2 – Specification
- Rule 3 – Specification
- Rule 4 – Specification, Control
- Rule 5 – Specification
- Rule 6 – Control, Set Play
- Rule 7 – Specification, Control, Technical Foul (Delay)
- Rule 8 – Scores, Technical Fouls, The Play, Definition, Control
- Rule 9 – Set Play, Technical Fouls, The Play, Control
- Rule 10 – Control, Set Play, The Play, Technical Foul
- Rule 11 – The Play, Technical Foul, Definition
- Rule 12 – Aggressive Fouls
- Rule 13 – Technical Foul, Control, Set Play
- Rule 14 – Set Play [**Sideline kick – in**], Technical Foul
- Rule 15 – Set Play, Definitions, Directive to Umpires
- Rule 16 – Aggressive Fouls, Definition, Control, Dissent
- Rule 17 – Set Play, Control (Discretionary Scores)
- Rule 18 – Control, Specification
- Rule 19 – Specification
- Rule 20 – Dissent, Control
- Rule 21 – Specification (Dangerous boots)

From this analysis it emerges that of the 21 rules of football –

CONTROL is dealt with in Rules 4, 6-10, 13, 16, 17, 20

SPECIFICATION is dealt with in Rules 1-5, 7, 18, 19, 21

PLAY is dealt with in Rules 6-17

Of these 11 rules dealing with PLAY –

THE PLAY is dealt with in Rules 9, 11

SET PLAY is dealt with in Rules 6, 9, 10, 14, 15, 17

SCORES are dealt with in Rules 8, 17

TECHNICAL FOULS are dealt with in Rules 9 – 14

AGGRESSIVE FOULS are dealt with in Rules 12, 16

DISSENT is dealt with in Rules 16, 20

DEFINITIONS are dealt with in Rules 11, 16

The most important change made by Congress 1945 was to replace the sideline throw – in with a kick from the ground. Despite this significant change made to Rule 14, Rule 17 states *If a ball strikes a spectator it shall be thrown in from the sideline as directed in Rule 14*

In Australian Rules 1925, the throw used to restart play after a boundary ball was replaced with a kick and in 1939 throw-ins were re-introduced

The point posts are still referred to in Rule 15 even though they were dispensed

with 35 years previously The anomaly in Rule 5 remained – 15 players required for the second half¹

His writing up of the Minutes of Congress of 1945 was to lead to a very serious error and to a rebuff from Congress 1946 which required him to correct his mistaken view of what Congress 1945 had decided about the handpass O’Caoimh tried to persuade Congress that the fisted pass was not a change from the handpass but Congress would not accept this view

His failure to get Congress to accept his view was all the more embarrassing because O’Caoimh had already printed thousands of booklets on the rules which included his mistaken view of the handpass²⁸ O’Caoimh did not rest until he got his way on the issue of the fisted pass and legitimised his booklet INSTRUCTIONS ON THE PLAYING RULES WITH PARTICULAR INTEREST TO REFEREES retrospectively – some five years later

This approach to the process of legislation underlined the lack of any rational policy No one seemed to have an overview of the rules and, despite the odd strand of caring thoughts reflected in some rules, there was no underlying philosophy

21 (b) ANALYSIS OF RULES OF HURLING, 1945.

Rule 1 – Specification

Rule 2 – Specification

Rule 3 – Specification

Rule 4 – Specification, Control

Rule 5 – Specification

Rule 6 – Control, Set Play

Rule 7 – Specification, Control, Technical Foul (Delay)

Rule 8 – Scores, Technical Fouls, Control, The Play, Specification, Definitions

Rule 9 – Set Play, Technical Foul, Control, The Play

Rule 10 – Set Play, Technical Fouls, Control, The Play

Rule 11 – The Play, Aggressive Foul, Definition, Technical Fouls, Control

Rule 12 – Set Play, Technical Fouls, Control

Rule 13 – Set Play, Definitions, Technical Foul, Control

Rule 14 – Aggressive Fouls, Definition, Technical Fouls, Control, Dissent, Simultaneous Fouls

Rule 15 – Set Play, Control (Discretionary scores)

Rule 16 – Control

Rule 17 – Specification (Ball only, no reference to hurly)

Rule 18 – Dissent, Control

Rule 19 – Administration (Failure to Play)

Rule 20 – Specification (Spikes, nails etc)

28 See Appendix 2, ps 220-23 Especially p 227 s 1 (g)

From this analysis, it emerges that –
CONTROL is dealt with in Rules 6-16, 18
SPECIFICATION is dealt with in Rules 1-5, 7, 8, 17, 20
PLAY is dealt with in Rules 6-15, 18
Of the 11 rules dealing with PLAY –
THE PLAY is dealt with in Rules 8-15
SET PLAY is dealt with in Rules 8-13, 15
SCORES are dealt with in Rules 8, 15
TECHNICAL FOULS are dealt with in Rules 7-14
AGGRESSIVE FOULS are dealt with in Rules 11, 14
DISSENT is dealt with in Rules 14, 18
DEFINITIONS are dealt with in Rules 8, 11, 13, 14

Congress 1945 did not change any of the playing rules of hurling

Some interesting differences between the rules of play of football and hurling persisted. Although each set of rules had what was referred to as ‘the parallelogram rule’ the treatment of this item differed significantly.

In Football it was Rule 13 ENTERING THE PARALLELOGRAM whereas in hurling it was Note 3 of Rule 11. In Football Rule 13 stated ‘*The referee shall disallow a score if a player of the opposing team enters the parallelogram before the ball enters it during play*’.

Hurling Rule 11 Note (3) states ‘*This rule shall be operative when the player enters the parallelogram **and charges the goalkeeper or backs** or before the ball enters*’ (emphasis added). In other words there was not ‘a parallelogram rule’ at all in hurling for illegal charging was an aggressive foul listed under Rule 14. There is no reason why the same legislation should not have applied to both games.

The legislation covering this point became cumbersome, laced with exceptions and, in the end, led to a large grey area which made the umpires task unnecessarily difficult. Originally, the free kick for this foul in football was awarded from where the ball was when the foul was committed and hence could have been well outfield. Rule 3(b) of Hurling 1907-’08-’09 included the unusual step of explaining that this ‘parallelogram rule’ was

‘devised for the protection of the goalkeeper, and to prevent his being charged unless when in the act of playing or moving to play the ball, and referees when enforcing penalties for breaches should bear this in mind’

However, ‘moving to play the ball’ provided opportunities to charge him.

Given the stage of the legislation dealing with aggressive fouls, this piece of legislation was necessary. The failure to amend it properly when subsequent rule changes rendered it almost superfluous sowed the seeds of contention which have not been properly dealt with, even today.

The legislation which emerged from the 1945 Congress marked the end of the first great era of legislation when the playing rules of these two games were written down separately.

22. REVIEW OF THE FIRST ERA OF LEGISLATION – 1885-1950

After the founding of the GAA in November, 1884, the first era of legislation for the playing rules lasted 65 years, and remarkable developments took place in both games. These developments were far greater than had occurred in the centuries prior to 1884 and the decades since 1950.

The first set of rules produced by the GAA contain some interesting differences from the existing hurling rules drawn up by The Dublin Hurling Club (D H C) in 1883, the Rules for Hurley in the 1880's, and indeed the Killimor Rules for hurling.

For example, the 1883 D H C rules provide for a field of play 150yds long but width not specified, and a scoring space 8ft high and 10ft wide. A year later, the first GAA's hurling rules provided for a field of play 200yds long and 150yds broad with a scoring space 10ft high and 20ft wide. Assuming the D H C Field of Play was about the same width, then the first GAA Field of Play for hurling could have been 7, 500 sq yds (1 55 st ac) larger, and the scoring space two and a half times as big. It was also well over three times the area of the first field of play for gaelic football. The Table 2 overleaf gives the development of the two Fields of Play used by the GAA from 1885 to 2000.

It is fair to assume that the authors of the 1884 (December) Hurling Rules were familiar with some of the existing rules for Australian Rules football, hurling, hurley, hockey, lacrosse and, particularly, shinty. It is clear that in the space of a few years, the Association used the Playing Rules to achieve three objectives.

Firstly, the priority was to establish a visual difference between the adopted games by using the Rules of Specifications which would distinguish the GAA football and hurling from other non – national games, and also from earlier forms of indigenous forms of football and hurling.

In this sense, GAA football and hurling were designer games.

The sizes of the fields of play were distinguishing marks – particularly the hurling field which was over three times the area of the football field.

Having started with a scoring space for both games which looked like that used in soccer, the Australian scoring space was soon adopted as well as several aspects of the rules of that game. This new scoring area clearly distinguished the gaelic fields of play from all other playing fields in Ireland at that time. See Summaries of Specifications in Appendix 1.

The first GAA hurling ball referred to in the rules was '*A light ball, about 4 ins in diameter. Made of cork and woollen thread covered with leather*'²⁹ which was the specification, material and manufacture of the ball used in shinty. However, a picture of the hurling ball used in a match in 1885³⁰ appears to have a diameter about twice that of the modern ball.

The design of the hurling stick varied between makers, and from early photographs, differed from both the shinty and hurley stick. The hurling stick, caman, was not specified until 1985. The picture of the hurley used by Michael Cusack³¹ appears to have a shaft as long as a shinty stick, but the hurleys sketched in the

29 See Appendix 1 p 18

30 See Appendix 1 p 16

31 See Appendix 1 p 13

Table No. 1 THE DIMENSIONS OF THE FIELD OF PLAY 1884-2000

Year	Football	Area (Ac)	Hurling	Area(Ac)
1885	120 x 80	1 983	200 x 150	6 198
1886(i)	120 x 84	1 983	200 x 150	6 198
1886(ii)	140 x 84	2 43	196 x 140	5 669
1888/ '89	196 x 140	5 669	196 x 140	5 669
	140 x 84	2 43	140 x 84	2 43
1895/'6/'7	180 x 140	5 207	196 x 140	5 669
	140 x 84	2 43	140 x 84	2 43
1901	150 x 140	4 339	150 x 140	4 339
	120 x 84	2 083	120 x 84	2 083
1907	170 x 100	3 512	180 x 140	5 207
	140 x 80	2 314	140 x 84	2 43
1910	170 x 100	3 512	170 x 100	3 512
	140 x 84	2 43	140 x 84	2 43
1937	160 x 100	3 306	160 x 100	3 306
	140 x 84	2 43	140 x 84	2 43
1939	160 x 140	4 628	160 x 140	4 628
	100 x 84	1 736	100 x 84	1 736
1943/'75	160 x 100	3 306	160 x 100	3 306
	140 x 84	2 43	100 x 84	2 43
1977*	146 x 91	1 329Ha	146 x 91	1 329Ha
	128 x 77	0 986Ha	128 x 77	0 986Ha
'95-2000	146 x 91	1 329Ha	146 x 91	1 329Ha
	128 x 77	0 986Ha	128 x 77	0 986Ha

*The Association adopted the metric system in 1975

Max and min dimensions are given in yards and metres, and max and min areas are given in statute acres and hectares. Areas are given in acres for 1885-1975 inc and in hectares from 1977 to 2000. These dimensions are taken from Official Guides. See Appendix 1

Illustrated Sporting and Dramatic News, 22 March, 1884 which depicted Cusack's Dublin Metropolitan Hurling Club members in practice show a hurley with a shorter shaft – much shorter than the hurley sticks used by The Hurling Club, 1879, of Trinity College³²

While the early football was probably the same ball as that used in soccer, manufacturers soon produced 'Gaelic Balls', and the logos, at least, were distinguishing marks. These 'endless balls' were so described to distinguish them from the rugby ball used in Ireland and England. The round ball was used at first in Australian football, but by the mid – 1880's, it was replaced by the rugby ball imported from England. Footballs made specifically for gaelic football³³ were available from MURRAY & CO, "All Ireland" Cricket and Football Warehouse, 87 Patrick Street, Cork within a few years of the founding of the GAA for the sum of 12 shillings – more than a week's wages in the 1880's

Boots or sandals were used in the early days for both games. The rules indicate that these boots were often fitted with very dangerous spikes and nails. The rules banning such footwear did not disappear until 1950.

32 See Appendix 1, p 3

33 See Appendix 1, ps 34, 37 for examples of adverts for the footballs

From this it is clear that the distinctiveness of the GAA's football and hurling was first established through the Rules of Specification

The next priority was to flesh out their vision of the games by specifying how they were to be played. This use of the rules to specify the game began in 1886, and continues today

The need for more rules to specify how the games were to be played resulted in a huge increase in the number of rules. See Table 2 overleaf. By 1895 there were 17 rules for football, and a year later each game had 27 rules which were both long and detailed

Having given the field of play a distinctive look within two years, the sets of rules for 1896-97 effectively specified the games. By the end of the century, the games were quite distinctive

The details of these early rules show the GAA's determination not to allow the ball to be thrown as in rugby, and anything that looked remotely like a throw was specified as a foul – even a bounce with one or both hands in football. The ball had to be struck with the fist against the ground¹. Yet strangely enough the sideline ball was thrown back into play much as in soccer

Carrying the ball was seen as a rugby feature, and this was banned³⁴ within a year or two but in 1896, footballers were allowed to carry the ball in their hands for four steps. Hurlers did not get this concession until 1912 when they were allowed three steps

Lifting the ball off the ground in hurling was specified as a foul from the very start, but use of the hands to play the ball (strike it) was always allowed in both games

Having used Rules of Specification to establish a distinctive field of play, and Rules of Play to establish distinctive games, administrative rules were introduced very soon to determine who could play the national games

There is clear evidence that the general rules of the Association were used to exclude certain sections of society which were regarded as noxious to the ideals of the GAA. More importantly perhaps, as was pointed out in the introduction, the rules were used to gam and retain the exclusive allegiance of players and officials

The rules were used as a socio-political instrument for achieving the Association's wider political aims, as a means of ensuring the exclusive loyalty of members, to control the behaviour of members and supporters both on and off the field and, consciously or otherwise, to educate the members in the basics of a democratic process as operated at club, county and central council level

It is also quite clear that both the players and the officials of this era had not yet developed a sense of sportsmanship and fair play. For most of this period, and particularly in the second half of it, O'Laoi records that a very significant proportion of the time of both club and county committee meetings in Connaught was spent in dealing with petty squabbles, objections and counter objections. This underlines the huge problem the Association faced in dealing with and controlling a seething mass of aspirations which resulted from having a completely new and unaccustomed access to, and control of, an important part of the members' sporting and social ambitions for a new lifestyle

34 In 1860, Australian Rules included a restriction on carrying the ball – *The Ball may at any time be taken in hand, but not carried further than is necessary for a kick*. This restriction was included in the early rules of gaelic football

**Table 2. The number of rules which dealt with the six Rules of Play
1884-1950 analysed above using the 1991 format.**

YEAR	F/H	THE PLAY NO 1	SET PLAY NO 2	SCORES NO 3	T FOULS NO 4	A FOULS NO 5	DISSENT NO 6	TOTAL	DEFNS
1884/5	F	0	2	1	1	1	0	5(10)	0
	H	0	3	1	1	2	0	7(12)	0
1886(e)	F	0	2	1	1	1	0	5(12)	0
1886(e)	H	0	3	1	1	2	0	7(12)	0
1886	H	1	3	3	3	1	0	11(13)	0
1887	H	1	4	3	2	1	0	11(13)	0
1888/9	F	1	4	4	2	1	0	12(13)	1
	H	1	4	2	1	1	0	9(13)	0
1889	F	3	5	3	2	1	0	14(13)	0
1895	F	6	5	2	3	3	2	21(17)	2
1896/7	F	2	6	5	2	2	2	19(27)	4
	H	3	6	4	4	1	2	20(22)	2
1907/8/9	F	3	8	2	6	3	3	25(24)	3
	H	5	7	4	5	3	3	27(24)	2
1910-13	F	2	8	2	4	2	3	21(21)	4
	H	5	7	2	5	3	2	24(21)	3
1914/15	F	1	6	2	7	1	2	19(21)	4
	H	4	8	2	8	3	2	27(21)	3
1923/24	F	3	8	2	4	2	3	22(21)	4
	H	2	8	2	7	3	2	24(21)	2
1926/27	F	3	8	2	6	3	3	25(21)	4
	H	3	8	1	5	2	3	22(20)	4
1930/31	F	6	8	2	5	1	2	24(21)	3
	H	4	6	2	5	1	2	20(20)	3
1932/33	F	6	8	3	6	1	2	26(21)	4
	H	4	7	2	6	4	2	25(21)	5
1934/35	F	4	8	3	6	2	2	25(21)	3
	H	4	7	3	5	1	1	21(21)	3
1937	F	3	8	2	4	2	4	23(22)	5
	H	3	7	2	5	2	2	21(20)	4
1938	F	6	7	2	5	2	1	23(21)	2
	H	4	6	2	5	1	1	19(20)	2
1943	F	2	7	1	4	2	1	17(21)	2
	H	2	6	2	5	1	1	17(20)	3
1945	F	3	7	2	6	1	1	20(20)	3
	H	1	7	2	7	1	2	20(20)	3

Note While every effort has been taken to ensure that this Table gives a correct picture of the organic growth of the legislation it is, however, presented as a "fair representation" rather than an absolutely 100% correct statistical analysis. Some personal judgements had to be made about the allocation of incidence to the six rules.

In this maelstrom of litigation and legislation, it is perhaps not surprising that anyone had the time to sit back and take an overview of the progress of the Association, although one would have expected the chief executive to have done this

As the number of rules increased with the unchecked number of motions to conventions, the executive's response was to set up a Rules Revisionary Committee. The number and regularity of such committees reflects the inability of both the executive and these committees to produce sets of rules which would withstand the test of time

The number and type of competitions had multiplied. Schools, college and universities had their own competitions, and the popular one-day tournaments continued. On 15 September, 1934 *'A monster seven-a-side tournament was held in Gort. After four games, Gort won the prize of seven new cycles'*

It was inevitable that the amount of legislation should increase significantly from those first set of rules, and that new legislation would reflect the dynamics of the Association as well as the social and cultural ethos of the times. It was inevitable that mistakes would be made. Legislation was introduced to stem the flow of proposed playing rule changes by restricting motions to change the rules to every three years in 1903 and to every five years in 1935 but this latter rule was broken often

By the time Paddy O'Keeffe became Secretary of the Association, there were clear signs that the process of legislation was failing, and the legislation itself was becoming unwieldy if not unworkable. After five years in office and the publication of at least three editions of the Official Guide, O'Keeffe realised he had a serious problem on his hands

Special Committees appointed to review the playing rules reflect deep concern about this legislation, and the fact that five such committees had met and reported in the period 1901 to 1925 indicates that the Association could not control either the amount or quality of this legislation

This may not sound so surprising when it is remembered that Motions to amend or rescind playing rules were simply proposed from the floor of the Annual Convention. However, the process could have been managed better. In 1933, Secretary, Paddy O'Keeffe, advised that amendments should be written down and handed up to the Chairman to avoid subsequent misunderstandings of the proposals¹

In 1935, a significant check was made to this practice of proposing motions when the 'Five year rule' was introduced

A review of the previous years would have pointed up quite clearly that it was the process of legislation itself which was seriously defective, and would have identified why the process was suboptimal. In the absence of such standard management practice, it is not surprising that the quality of legislation deteriorated steadily

There does not appear to have been any discernable policy or philosophy for dealing with the incremental additions and deletions. Changes were piecemeal and often personalised. Anomalies remained in several rules

This is not to say that the rules did not contain some elements or strands of a philosophy. Rules were made to ensure greater safety of players, the reduction in aggressive fouls, and greater respect for the match officials. Hence it can be claimed that the legislation reflected a determination to stamp out foul play, and this determination has been sustained. The legislation dealing with foul play, indiscipline and dissent was draconian in character when compared with similar invasive games

Additionally, there is evidence of the care and concern which the Association had for its players. A scheme for the insurance of players was discussed by the Galway County Board meeting at Athenry on 14 May, 1906

The Board discussed at some length having some funds as an insurance against accidents. Munster had such a fund where they gave injured players two weeks wages³⁵

In 1929, Central Council issued an order that all County Boards should insure their players before 1 July, 1929

Transparency was important in those days too because Referees were accountable to the players, and were required to give the reason for decisions in writing if requested by the captain¹

Quite clearly some rules were designed to retain and enhance the gaelic characteristics of the games. These can be regarded as fulfilling certain functions of playing rules and, as such, could be said to have a philosophical basis. However, there was not a discernable, comprehensive plan for legislation

Rules became longer and longer. Anomalies, mistakes and contradictions increased. Central Council began to make decisions contrary to existing rules and, importantly, rule changes were so frequent that it must have been extremely difficult, if not impossible, for referees and players to keep abreast of the rapid changes

Unfortunately, rules became dispersed and more difficult to find in the Official Guide

Some attempts were made to clarify the rules and group them in broad categories but, while the categories were clearly defined by a heading or title, the rules they contained were not always related to this title. This resulted in dispersal of rules dealing with play, specification and control

Surprisingly, very little legislation was introduced to deal with aggressive fouls or dangerous play. In 1931, Congress decided that the penalty for striking was to be three months, but this rule change was either lost or altered very significantly without reference to Congress

The number of rules dealing with technical fouls increased in response to attempts to refine and differentiate the game. More definitions of terms were introduced but not all were as definitive as they could have been

Many of the new rules clearly reflected a need to legislate for individual situations which arose in games

There were more rules dealing with Set Play – how to start and restart the game – than with how the game was to be played

The number of rules dealing with technical fouls indicates a habit of including a statement of a technical foul in rules dealing with quite different aspects of play. Table No 2 is an analysis of the rules of PLAY

The first decade of this century saw determined efforts by Secretary Luke O'Toole to have the supreme power of Congress vested in Central Council. He failed to achieve this. He tried for almost a decade to have the catch abolished from football but not from hurling. He also failed in this. A motion at Convention of 1903 to abolish

35 O'Laio P., *The Annals of the G A A in Galway 1932-1994*, p 34

catching in football was defeated by 11 votes Yet he persisted with this extraordinary agenda In his *GAELIC ATHLETIC ANNUAL AND COUNTY DIRECTORY* of 1909, he provided a forum for publicising this agenda in an article “*CATCHING A PLEA FOR ITS ABOLITION*” by T H Redmond, a senior figure in the GAA [See Endnote 1, p 715]

The games were so distinctive by 1910 that there was no fear of adopting the ‘H’ shaped scoring space as used in rugby No significant changes to the playing rules occurred over the next two decades [See Endnote 2, p 716]

An analysis of the period 1930-1950 underlines the fact that the Secretary was unable to manage the process of legislation He complained regularly about misconduct on the field of play yet there was adequate legislation to control it He complained about the penalty for striking an opponent, yet he lost the legislation passed in 1931 which provided an adequate penalty In 1939, he produced what was later to become one of his legacies to the legislation – the ‘co-ordination’ of the rules of our two national games

This 1939 edition of the rules was an attempt to divide up the rules into groups, but he did not specify the groups, and although the three groups could be described roughly as Specification, Play and Control, the allocation of the rules was poor, and the groups were neither exclusive nor discrete

The 1940’s is perhaps best remembered for the debates on the handpass O’Caoimh had his own views about this skill, and this led him into an attempt to mislead Congress 1945 on this issue by misquoting in the Minutes of 1945 Congress what had actually been decided

In anticipation of succeeding, he had produced thousands of copies of a booklet between Congresses of 1945 and 1946 called
REFEREES CHART INSTRUCTIONS ON THE PLAYING RULES WITH PARTICULAR INTEREST TO REFEREES.

However in the introduction in Irish, it was stated that Ard Chomhairle realised that it would be a worthwhile scheme to publish guidelines to players in a booklet They were of the opinion it would be useful to referees that it would put an end to the interpretations which often times ignore the rule *per se*³⁶

Despite this, the booklet was O’Caoimh’s interpretation of the rules and his view of how the game should be played

The first section³⁷ contains the first official statement of the policy of ‘speeding up the game’ which was to become a dogma of the GAA This was to be achieved by

- insisting frees be taken immediately
- resuming the game inside 2 minutes irrespective of a serious injury to a player
- ignoring petty infringements (technical fouls)

and all because *the spectators enjoy such*

The section on DANGEROUS PLAY was sound advice However, the next section, GENERAL, is an extensive ‘interpretation of rules’ which adds penalties and specifies fouls not listed in the Rules of 1945¹

36 See Appendix 1, ps 220-236

37 See Appendix 1, p 223

The 'Advantage Rule' was explained, and by giving it this prominence, this term still survives

Most of the rest of the booklet is either a restatement of the Rules of Play or an interpretation of them

However, the items which caused the furore at Congress 1946 was in 11(f) which states

'Referees should bear in mind that once a player catches a ball he must without delay either (1) hop it against the ground (2) hop it in the air (sic) (2) (sic) kick it or (3) fist it away If he holds the ball longer than is necessary to do so he commits a foul

Confirmation of this 'change' of rule to allow only the fist in football was stated as

(h) Referees must be exceedingly vigilant so as to detect "throwing" the ball – a not so infrequent occurrence when the player attempts to pass the ball with his hand.

NOTE. – In hand-passing the ball must be fisted.

This personal interpretation of the decision of Congress of 1945 to retain the open hand pass was a deliberate attempt to change the rule although Congress had refused to do so

It is interesting that hurlers were not required to use the fist for passing the ball

Having failed to legalise his view of how this pass should be made, O'Caoimh did not relent Within five years he had achieved his objective in a most extraordinary manner by a successful motion from Antrim, the team made famous by and which made the handpass famous

In this first era of legislation, the games developed from a poorly defined embryo to a very mature game For this organic growth of the game to maturity, much good legislation was required and it was passed and implemented albeit in a piecemeal fashion However, vestiges of the original determination to achieve distinctive games still remained A pathological syndrome developed amongst senior officials about individual skills such as the handpass in football but not the same skill in hurling

It is clear that the administrators manipulated the games for administrative purposes and for convenience rather than for the good of the games Although the size of the football field was increased significantly, there is no good reason why hurling should have been squeezed into a field of play which was the same size as that for football

1. CATCHING; A PLEA FOR ITS ABOLITION.

Having played and studied closely Gaelic football for the past twelve years, I desire to direct attention to one aspect (and, in my opinion, a grave defect) of the game, I mean the *catching of the ball* While fully conscious of the many points from which the game may be viewed, I am convinced this defect is a grievous one, without any redeeming feature, and one that calls for immediate remedy Its continuance will hamper the development of the game to a regrettable extent Its removal would revolutionise the style of play, and redouble the popularity of our football code **It would,**

moreover, constitute no wanton attack upon any peculiar characteristic of the Gaelic game.

This article ran to three full pages, and ended with

The change I have advocated is held by some with whom I have discussed it as too drastic, and tending towards still further “innovations ” It is no more drastic than any of its predecessors – **it does not propose to alter radically the Gaelic game**, and would, I believe, result in giving the Gael two of the finest field games played on the crust of the earth (emphasis added)

T H REDMOND From *Gaelic Athletic Annual and County Directory, C L G Ath Cliath 1909*
ps 40 – 42

2 *Gaelic Athletic Annual and County Directory 1910 – 1911* ps
58 – 61

THE NEW RULES AND THINGS IN GENERAL.

Will the new rules make our games more popular? I think they will The alteration in the scoring area may be said to be the most drastic, and many members of the Association have viewed it with alarm I will commence by saying that I never could sum up sufficient courage to defend the old scoring area when heckled on the point, with its forty – five feet in width and unlimited height to score a point Any defence that could be made was in the case of hurling, lest any alteration should tend to diminish, if not altogether do away with “whip play, ” which unquestionably is one of the finest characteristics of the game To my mind, all events, hurling easily takes first place amongst all the games played in Ireland and perhaps outside Ireland There is a dash and go about it all its own It is as “Celt” has aptly said “The nearest approach to warfare consistent with peace”, and therefore any alteration in the rules governing it should be carefully thought out This the Sub-Committee appointed by the County Dublin Committee did, it was not without diffidence some of us agreed to any tampering with the scoring area Various suggestions were made and a compromise was arrived at in the shape of the present scoring space The changes in the rules have made much difference to many players, but more particularly to old players in fact it can be said that many Inter-County teams have not so far been able to strictly conform to the new rules The rules as now promulgated impose a very considerable constraint on players as compared with former times

M F Crowe

THE SECOND ERA OF LEGISLATION 1950-1990 inc.

INTRODUCTION

The second era of legislation began one month after Congress, 1950 when the 'Co-ordinated' rules were adopted

For the previous 65 years, the rules of football and hurling had been written down separately in successive editions of the Official Guide and other publications with the one exception of The Playing Rules of Hurling and Football, 1939³⁸ This new 'Co-Ordinated' format of presentation was a very radical departure from all previous editions of the playing rules, and it was O'Caoimh's solution to the problem of managing the process of legislation

Although the debate at Congress 1946 was precipitated by his attempt to eliminate the open handpass, when the 'co-ordinated' Rule 143 appeared in the 1950 Official Guide, it included the open handpass, but it mistakenly stated that for footballers, *Carrying shall be taking more than **three** steps while holding the ball* ' This was a very serious error for it affected important aspects of the game such as the catch and kick, and the solo-run That this error survived for 10 years until corrected in the O G of 1961 demonstrated that Central Council was not as vigilant as it should have been either

Instead of having separate sections in the Official Guide where they were numbered 1-20 and 1-21, the Playing Rules were submerged in the rest of the rules, and numbered 104-149 This long and complicated presentation did not solve the problems It led to a much more serious problem – a period of 12 years when there were two contradictory sets of playing rules

The problems could have been solved by eliminating obvious mistakes in definition, duplication and dispersal The onfield problems could have been solved by proper training of the officials in charge of games, and proper application of the Rules of Play

23. ANALYSIS OF THE PLAYING RULES 1950 – Football and Hurling.

Rule 127, 128, 129 deal with Specification (Field of Play)

Rule 130 deals with Specification, Control, Objections to marking

Rule 131 deals with Set Play, Control

Rule 132 deals with Specification

Rule 133 deals with Scores, Control

Rule 134 deals with Aggressive Fouls, The Play

Rule 135 deals with Technical Fouls

Rule 136 deals with Aggressive Fouls, Dissent, Penalties

Rule 137 deals with Set Play, Scores, Control

Rule 138 deals with Control

³⁸ See Appendix 1, ps 186-193

Rule 139 deals with Specification of football and hurling ball
Rule 140 deals with Dissent (Leaving the field)

RULES APPLICABLE TO FOOTBALL ONLY

Rule 141 deals with Set Play
Rule 142 deals with Set Play, Technical Fouls, Penalty kicks
Rule 143 deals with The Play, Technical Fouls, Definitions
(trip, carrying)
Rule 144 deals with Set Play, Technical Fouls
Rule 145 deals with Set Play, Control, The Play

RULES APPLICABLE TO HURLING ONLY

Rule 146 deals with Set Play, Technical Fouls, Control, Definitions
Rule 147 deals with Set Play, Technical Fouls, Control, Definitions
Rule 148 deals with Technical Fouls, The Play, Definitions
Rule 149 deals with Set Play, Technical Fouls ('10 yard rule')
Rule 150 deals with Set Play, Control, The Play, Technical Fouls,
Definitions

Of the 14 common rules and five rules each of Football and Hurling –

CONTROL is dealt with in Rules 130, 131, 133, 137, 138, 145, 146, 147, 150

SPECIFICATIONS are dealt with in Rules 127, 128, 129, 130, 132, 139

PLAY is dealt with in Rules 131, 133-137, 140-150

Of these 17 rules of PLAY –

PLAY is dealt with in Rules 134, 141, 142, 143, 145, 146, 148, 150

SET PLAY is dealt with in Rules 131, 137, 141, 142, 144, 145, 147, 149, 150

SCORES are dealt with in Rules 133, 137

TECHNICAL FOULS are dealt with in Rules 135, 141, 142, 143, 144, 146-150

AGGRESSIVE FOULS are dealt with in Rules 134, 136

DISSENT is dealt with in Rules 136, 140, 142

DEFINITIONS are dealt with in Rules 143, 147, 148, 150

The most remarkable change made to the playing rules at Congress 1950 was the abolition of the open handpass in football. Even more remarkable is the fact that the motion came from the Co. Antrim Convention where it was not just a surprise entry on the agenda but even more of a surprise when it succeeded. It was not expected to succeed at Congress, 1950. When it did, it must have been rather satisfying to Secretary O'Caoimh.

It was no surprise then when an Antrim man was later elected president of the Association.

The section of rules dealing with control of the games by officials on the field was still dispersed, and most of the legislation dealing with the playing of the game remained embedded in the playing rules of each game.

Rule 134 continues the curious statements about the conditions under which a goal-keeper may not be charged. Turning these statements positive, the second one reads 'a

goalkeeper may be charged when he is obstructing an opponent ' This despite the fact that obstruction is specified as a foul

Under Rule 136 Foul and Rough Play, there is still no indication of how 'rough' is defined and, in the absence of a definition, this term would have had many interpretations. Similarly, at no stage throughout the period when certain forms of language were regarded as serious enough to merit instant dismissal, the term 'irritating or improper language' was grouped with 'dangerous play' and 'violent conduct' which also merited instant dismissal. While one would not have expected examples of bad language to be given, there is no doubt that a considerable variation existed in what was meant by irritating and improper language.

Moreover, there was no differentiation with respect to the recipients of this language – officials, opponents, team-mates or indeed the player cursing himself. This was an example of phraseology which, when first proposed in legislation, sounded fine. However, as years went by and the inadequacy of this terminology became obvious, no attempt was made to revise it. It became another grey area where referees were left to interpret the wording as they saw fit. Some of the less squeamish may well have felt that the strict application of these particular rules was more honoured in the breach than in the observance!

Rule 142 – *Free kicks* – *The penalty for all breaches of the rules shall be a free kick* remained anomalous for clearly the penalty for breaches of some rules was much more than a free kick. It included dismissal and suspension and often just a throw in. Moreover, a subsequent rule which referred to simultaneous fouls did not have a penalty of a free kick. The ball was to be 'hopped' by the referee.

Despite the fact that footballers had been allowed to carry the ball four steps in the solo run, Rule 143 (of football) now said 'carrying shall be taking more than three steps while holding the ball'.

Clearly what was intended was that 'overcarrying' was taking more than a certain number of steps in each game. It is also clear that the reference to three steps was a mistake for there never was a motion or debate on this issue. However, this serious mistake remained in the rules till 1961 when four steps was again specified.

Hence, for an entire decade, a rule which, if applied as written, would have had a very serious impact on the solo run was left for the referees to 'interpret'. Unless a player can toe-tap with both feet which is unusual even today, he would effectively have been restricted to carrying the ball for two steps when he wished to toe-tap, and three steps when he wished to bounce it!

The rule governing the length of time a player could hold the ball was stated in a way which, if strictly applied, did not allow for any carrying of the ball at all despite 'the three step rule'! – *'the ball must not be held longer than is necessary to hop it, kick or fist it away'* This anomaly remained in the rule for nearly forty years.

For 65 years the side-line ball was returned to play by a throw-in at first by a side-line umpire, and later by one of the players. Since this interesting feature of our game was deleted in 1945, and the throw was replaced with a free kick off the ground³⁹

39 The writer remembers his father and other players in the 1940's throwing the sideline ball as far as they could kick it, and has often questioned the reason of removing this skill. It was certainly a much quicker way of resuming play than either the sideline kick from the ground (which was subject to further legislation about who should place the ball), and the current sideline kick from the hands which is seldom taken from where the ball crossed the line.

Rule 144 was amended to require all players to be 14 instead of 10 yards from the ball. This was to give the ground kick a chance to clear the nearest opponent.

Another critical difference in the introduction of the sideline kick was the fact that, unlike the throw-in, a player could score from it. The idea of a player being able to score from a throw was anathema to the purists. Although the throw was used to start and restart play, it was forbidden by rule to throw the ball in either game during play.

The three step rule remained in hurling and the anomalies of the previous rule dealing with FREE PUCKS, now Rule 147, remained in notes (4) and (5). It would appear from these two notes that if a player attempted to lift a ball and failed – even if he did not touch the ball, – it was a foul despite the statement in Note 5 *The free puck shall be deemed to have been taken when the ball is struck*.

A definition of the term ‘lift’ would have made this rule easier to understand. The O G of 1923-’24 included a section which specified quite clearly how players were to perform the skill of LIFTING AND STRIKING THE HURLING BALL. This interesting definition of this skill appears to have been lost or forgotten. Unlike football, the ‘ten yard’ rule remained for the side line pucks now referred to as ‘side pucks’. This curious description was later applied to football to produce the official term ‘side-kicks’!

The process of extracting the rules common to both games resulted in there being both a 14yd and 50yd line in hurling although neither had any practical use or application to the game. However, two subsections of the common Rule 136 FOUL and ROUGH PLAY dealt only with hurling.

More importantly, section (1) of this rule required the referee to hop the ball where simultaneous fouls occurred! While this may have been difficult enough at times on heavy or muddy ground for football, it must have been very difficult, if not impossible in poor ground conditions for hurling. Clearly the legislators had not done much refereeing!

This is an example of the unwanted results of a policy of combining the playing rules of two entirely different games.

Note (1) of Rule 148 The Play, made it clear that the hurler could hold the ball for as long as it took to take three steps. Whereas the corresponding rule in football, the player could not hold the ball for longer than *is necessary to hop it, kick it or fist it away*. While this anomaly remained in football, it would be interesting to learn why the rule in hurling was so much more sensible, and easier to apply.

The rule relating to the wearing of dangerous nails, iron tips, and spikes which had been in force since 1888 was discarded in 1950, and was not replaced with any legislation which would have prevented players from wearing boots that might injure another player. This should have required a successful motion at Congress. The 1997 Rules of Australian Football still retain this rule.⁴⁰

The rule which required referees to check the ‘dress’ of the players was also abandoned without a motion to congress.

As has been pointed out earlier, there were clear signs that the need for rationalisation was identified and attempted. Indeed, the division of all the playing rules into three main groups – Specification, Control, and Play – was only a step or two away,

40 See *Laws of Australian Football 1997* Rule 4 p. 10 as reproduced in Part 2 of this Appendix 2.

but rather than ensure that all the legislation which should be grouped under each of these headings was located there and nowhere else, some of it was both dispersed and duplicated

The Co-related presentation of the playing rules proposed by O'Caoimh marked a watershed in this important aspect of the legislation. If clarity was one of the reasons for adopting this change, it could not be regarded as a success for this 1950 edition of the playing rules could **not** be said to make the rules easier to read, remember or apply

24. ANALYSIS OF PLAYING RULES 1955 – Football and Hurling.

Rule 127 – 129 deals with Specification

Rule 130 deals with Specification, Control

Rule 131 deals with Set Play, Control

Rule 132 deals with Specification

Rule 133 deals with Scores, T*-Fouls, Definitions, Specification (Nets)

Rule 134 deals with The Play, Aggressive Fouls

Rule 135 deals with Technical Fouls, The Play, Control

Rule 136 deals with Set Play, Control

Rule 137 deals with Set Play, Control

Rule 138 deals with Control, Substitution

Rule 139 deals with Specification (of the balls)

Rule 140 deals with Dissent

RULES APPLICABLE TO FOOTBALL ONLY

Rule 141 deals with Set Play, Technical Fouls, Control, The Play

Rule 142 deals with Control, Set Play, Technical Fouls, The Play,
Definitions, Dissent

Rule 143 deals with The Play, Definitions, Technical Fouls

Rule 144 deals with Set Play, Technical Fouls

Rule 145 deals with Set Play, Definitions

RULES APPLICABLE TO HURLING ONLY

Rule 146 deals with Set Play, Technical Fouls, Control, The Play

Rule 147 deals with Set Play, Control, Technical Fouls, The Play

Rule 148 deals with Technical Fouls, The Play, Definitions

Rule 149 deals with Set Play, Technical Fouls, Control

Rule 150 deals with Set Play, Control, Technical Fouls

Of the 14 common rules and five rules each of Football and Hurling

CONTROL is dealt with in Rules 130, 131, 133, 135, 137, 138, 141, 142, 150

SPECIFICATION is dealt with in Rules 127-130, 132, 133, 139

PLAY is dealt with in Rules 131, 133-137, 140-150

* A-Fouls = Aggressive Fouls, T-Fouls = Technical Fouls

Of the 17 rules dealing with the actual playing of the game

THE PLAY is dealt with in Rules 133-136, 141-143, 146-148

SCORES are dealt with in Rule 133

TECHNICAL FOULS are dealt with in Rules 133, 135, 141-144, 146-149

AGGRESSIVE FOULS are dealt with in Rules 134, 136

DISSENT is dealt with in Rules 136, 140, 142

DEFINITIONS are dealt with in Rules 136, 142, 143, 145, 148

A new section was added to Rule 104 authorising the delegation of power to appoint referees to sub-committees Rule 110 was extended to require teams to play extra time in a replay on penalty of '*being ruled out of the competition*'

The provision for objecting to the markings of the field of play was rescinded

The penalty for striking an opponent remained as before and for insulting or threatening a match official was still one year

With the exception of '*charging the goalkeeper who is not in possession*', all legislation dealing with aggressive fouls is covered in Rule 136 Foul and Rough Play which has nine subsections

It would have been easy to include this foul in Rule 136 too

On the other hand, the legislation covering Technical Fouls is spread over 10 separate rules

Rule 138 which deals with substitution for and treatment of an injured player was changed significantly The limit of '*two minutes delay*' to treat an injured player was rescinded and replaced by '*Injured players needing attention must be removed to the side-line for treatment during which play must be resumed*'

This demonstrated a less than caring attitude because some serious injuries could require treatment on the spot Additionally, it seemed to reinforce the policy of 'speeding up the game' at any cost which is based on the assumption that spectators will not tolerate delays even for the treatment of a seriously injured player This legislation left the Association open to criticism of having an unhealthy preoccupation with speeding up the game at any cost, and open to litigation if something went wrong in moving a badly injured player

Despite the fact that some rules had as many as nine subsections listed as (a) to (i) like Rule 136 for example, other rules had notes added to them These Notes were part of the rules

The reason why they were entered as Notes appears to be that they were decisions of either the President or Central Council on some matter not fully understood in the rule In Rule 142, 146, and 149 the Notes were more extensive than the rules

Rule 137 Ball out of Play deals with the referee's power to award scores which would have been made but for interference It also deals with 50 yards free kicks and 70 yards free puck

This meant there were three rules dealing with the same topic where one would have been sufficient

This is an example of piecemeal legislation – just adding on a bit without checking to see if it was needed or where it should be properly placed

The fisted pass which replaced the open hand pass in football in 1950 remained

However, the hurlers could pass the ball with the open hand. It would appear that the use of the open hand to pass the hurling ball was never raised for serious debate even though hurlers are as likely to throw the ball as footballers when using the open hand.

Rule 143 Football still contained the mistake of 'three steps', and the anomaly of time allowed to play the ball remained.

25. ANALYSIS OF PLAYING RULES 1960 – Football and Hurling.

Rule 127-129 deal with Specification

Rule 130 deals with Specification, Control

Rule 131 deals with Set Play, Control

Rule 132 deals with Specification

Rule 133 deals with Scores, Control, Definitions, T-Fouls

Rule 134 deals with The Play, Aggressive Fouls

Rule 135 deals with Technical Fouls, The Play, Control

Rule 136 deals with Aggressive Fouls, Control, Dissent, Set Play,
Simultaneous Fouls

Rule 137 deals with Definition, Set Play, Control

Rule 138 deals with Control, Substitution, Penalties

Rule 139 deals with Specification (of the ball)

Rule 140 deals with dissent (penalties)

RULES APPLICABLE TO FOOTBALL ONLY

Rule 141 deals with Set Play, Control, The Play, Technical Fouls

Rule 142 deals with Control, Set Play, Technical Fouls, The Play,
Definitions, Dissent

Rule 143 deals with The Play, Technical Fouls, Definitions

Rule 144 deals with Set Play, Technical Fouls

Rule 145 deals with Set Play, Definitions

RULES APPLICABLE TO HURLING ONLY

Rule 146 deals with Set Play, The Play, Technical Fouls, Control
(Extra time)

Rule 147 deals with Set Play, Control, Technical Fouls, The Play

Rule 148 deals with Technical Fouls, The Play, Definitions

Rule 149 deals with Set Play, Technical Fouls, Control

Rule 150 deals with Set Play, Control, Technical Fouls

Of the 14 common rules and the five rules of football and hurling –

CONTROL is dealt with in Rules 130, 131, 133, 135, 137, 138, 141, 142, 146

SPECIFICATION is dealt with in Rules 127-130, 132, 133, 139

PLAY is dealt with in Rules 131, 133-137, 140-150

Of the 17 rules dealing with the actual playing of the game –

THE PLAY is dealt with in Rules 133-136, 141-143

SET PLAY is dealt with in Rules 134, 135, 141, 142, 143, 146, 147, 148

SCORES are dealt with in Rule 133

TECHNICAL FOULS are dealt with in Rules 133, 135, 141-144, 146-149

AGGRESSIVE FOULS are dealt with in Rules 134, 136

DISSENT is dealt with in Rules 136, 140, 142

DEFINITIONS are dealt with in Rules 136, 142, 143, 145

Only a few minor changes were made to the playing rules at Congress, 1960

Football Rule 143 THE PLAY was amended to allow footballers to carry the ball four steps again but the next sentence still required the player to play the ball away as soon as he could

The rule allowing the footballer to 'hop' the ball after catching appeared to limit the number of hops to one. If the player '*strikes a hopping ball which he has not caught*' he could hop it as often as he liked before catching it

However, the solo-run which was used since at least the mid 1930's included the facility to bounce the ball between toe-taps

So here was a rule which was vague and did not represent what happened in play

Hurling rule 148 The Play contained much more about what the hurler was not allowed to do than what he was permitted to do. It refers to seven Technical Fouls

The habit of inserting technical fouls in a rule called **The Play** was untidy. 10 different rules dealt with Technical Fouls while all Aggressive Fouls were covered in two rules

However, the rate of rule changing had slowed down and this was an improvement, and one of O'Keeffe's objectives

26. ANALYSIS OF PLAYING RULES 1965 – Football and Hurling.

Rule 127-129 deals with Specification

Rule 130 deals with Specification, Control

Rule 131 deals with Set Play, Control

Rule 132 deals with Specification

Rule 133 deals with Scores (nets), Control, Play, Definitions, T-Fouls

Rule 134 deals with The Play, Aggressive Fouls, Set Play, Control

Rule 135 deals with Technical Fouls

Rule 136 deals with Definitions, A-Fouls, Control, Dissent, Penalties

Rule 137 deals with Set Play, Control, Scores

Rule 138 deals with Control (substitution), Penalty (for 3 subs)

Rule 139 deals with Specification of balls

RULES APPLICABLE TO FOOTBALL ONLY

Rule 140 deals with Set Play, Technical Fouls, The Play, Control
(Extra time)

Rule 141 deals with Set Play, Control, The Play, Technical Fouls,
Penalty Kick, Dissent
Rule 142 deals with T-Fouls, The Play, Definitions
Rule 143 deals with Set Play, Control, Technical Fouls
Rule 144 deals with Set Play, Definitions

RULES APPLICABLE TO HURLING

Rule 145 deals with Set Play, The Play, Technical fouls
Rule 146 deals with Set Play, The Play, Technical Fouls, Control
Rule 147 deals with Technical Fouls, The Play, Definitions
Rule 148 deals with Set Play, Control, Technical Fouls
Rule 149 deals with Set Play, Definitions, Technical Fouls, Control

Of the 14 common rules, the five rules of football and five rules of hurling –
CONTROL is dealt with in Rules 130, 131, 133, 135-138, 140, 141, 143, 146, 148
SPECIFICATION is dealt with in Rules 127-130, 132, 139
PLAY is dealt with in Rules 131, 134-137, 140-149

Of the 16 rules dealing with the actual playing of the game -
THE PLAY is dealt with in Rules 134, 140, 141, 142, 145-147
SET PLAY is dealt with in Rules 131, 135, 137, 140, 141, 143-146, 148, 149
SCORES are dealt with in Rule 133, 137
TECHNICAL FOULS are dealt with in Rules 135, 140-143, 145-149
AGGRESSIVE FOULS are dealt with in Rules 134, 136
DISSENT is dealt with in Rules 136, 141
DEFINITIONS are dealt with in Rules 136, 141, 142, 144, 147, 149

This starting line-up has undergone a remarkable change since the early days when all forty two players lined up at the start of the game⁴⁰

A very important change was made to the rule governing the start and restart of the games. Since 1965, only four players contest the throw-in. In 1973, Australian Rules football adopted this same starting arrangement with just four players in the middle.

A fair charge was defined for the first time – Rule 136 FOUL AND ROUGH PLAY! However, the definition ‘*shoulder to shoulder charge*’ was inaccurate because players did not charge with the shoulder but rather with the side of the body. This misnomer remained in the rule for 25 years, and the term ‘shoulder charge’ is still commonly used in 1999.

The section of rules dealing with control of the games by officials on the field was still dispersed. Most, but not all, of the legislation dealing with the playing of the game remained embedded in the Playing Rules (*Applicable to Hurling and Football*)

41 Having played for several years at midfield in the 1960’s, it is the writer’s opinion that this reduction to four for the start was a very good idea because with sixteen players contesting the throw-in, the start and (resumption after half-time) were often unruly. Referees got into the habit of just blowing for a foul very shortly after starting the game because the contest for the ball was untidy.

Some was transferred to sections dealing specifically with each game

This illustrated the failure in both codes to accept that a clear definition and proper application would solve the problem rather than legislative changes which affected the performance of the skill

Padraig O'Caoimh died in 1965, and he was succeeded by Sean O'Siocham who had been an assistant to the late secretary

This 'Co-ordinated' format of the presentation was proving so unsatisfactory that a **HANDBOOK FOR REFEREES AND PLAYERS** was published by Central Council in October 1966 Another edition of this handbook was published in May, 1973 which included the amendments of Congress 1973 ⁴² Another edition of The Official Guide was published in 1973

The handbook contained an introduction attributed to Sean O'Siocham (Comdhail 1966) This was followed by a preface which was to indicate a new policy on the playing rules Whereas O'Caoimh's attitude to interpretation of playing rules appears to have been ambivalent at best, there was no doubt about O'Siocham's Rule interpretation was his philosophy for in the preface he wrote

instructions, interpretation and plying rules must themselves be interpreted and a very necessary requirement for each referee is common sense to make this interpretation acceptable. (emphasis added)

The messages this sent out were that the interpretations were to be interpreted in a way which made them acceptable to the players, and therefor each referee could have his own set of interpretations and hence his own set of Rules of Play which could vary from game to game¹

This extraordinary statement was not retracted in the subsequent edition of this handbook seven years later In 1976, Secretary O'Siocham authorised the NATIONAL REFEREES' ADVISORY COUNCIL to publish at least three editions of **Rules of Gaelic Football and Hurling Referees' and Players' Guide**.⁴³ Each of these handbooks reproduced the rules of play followed by interpretations of these rules

The penalty for using more than three substitutes remained forfeiture of the game

In Australian Rules 1966, the flick-pass was outlawed for the third time, yet again the ball had to be struck with a clenched fist This echoed the impermanence of similar legislation in gaelic football for members were soon to seek a return of the open handpass

27. ANALYSIS OF THE PLAYING RULES 1973 – FOOTBALL AND HURLING.

- Rule 130-132 deals with Specification
- Rule 133 deals with Specification, Control
- Rule 134 deals with Set Play, Control
- Rule 135 deals with Specification

⁴² See Appendix 2, ps 274-289

⁴³ See Appendix 1, ps 311-327

Rule 136 deals with Scores, Technical Fouls, Definitions, Control
 Rule 137 deals with Aggressive Fouls, The Play
 Rule 138 deals with Control, Technical Fouls, Set Play
 Rule 139 deals with Aggressive fouls, Definitions, Control, Dissent, Set
 Play, Simultaneous Fouls
 Rule 140 deals with Control, Set Play, Scores (Discretionary)
 Rule 141 deals with Control
 Rule 142 deals with Specification (of balls)

RULES APPLICABLE TO FOOTBALL ONLY

Rule 143 deals with Set Play, The Play, Control, Technical Fouls
 Rule 144 deals with Set Play, Technical Fouls, Control, The Play,
 Dissent
 Rule 145 deals with The Play, Definitions (Carrying, Tipping)
 Rule 146 deals with Set Play, Technical Fouls, Control
 Rule 147 deals with Set Play, Definitions

RULES APPLICABLE TO HURLING ONLY

Rule 148 deals with Set Play, The Play, Technical Fouls, Control
 Rule 149 deals with Control, Set Play, The Play, Technical Fouls
 Rule 150 deals with Technical Fouls, The Play, Definitions
 Rule 151 deals with Set Play, Control, Technical Fouls
 Rule 152 deals with Set Play, Definitions, Technical Fouls

From this analysis it emerges that –

CONTROL is dealt with in Rules 133, 134, 136, 138-141, 143, 144, 146
 SPECIFICATION is dealt with in Rules 130-133, 135, 142
 PLAY is dealt with in Rules 134, 136-140, 143-147

Of these 11 rules dealing with Play –

THE PLAY is dealt with in Rules 137, 143-145, 148-150
 SET PLAY is dealt with in Rules 134, 138-140, 143, 144, 146-149, 151, 152
 SCORES are dealt with in Rules 136, 140
 TECHNICAL FOULS are dealt with in Rules 136, 138, 143-146, 148, 150, 151
 AGGRESSIVE FOULS are dealt with in Rules 137, 139,
 DISSENT is dealt with in Rules 139, 144
 DEFINITIONS are dealt with in Rules 136, 139, 145, 150, 152

The 1973 Official Guide contains the Playing Rules applicable to Hurling and Football. Those are numbered 130-152.

Rule 144 now provides for the 'Quick Free', and the rule explains the reason for this – *'For the sake of continuity of play'*. The inclusion of reasons for amendments to rules in the statement of the rules was not a new feature of the legislation. Dick Blake had used it in 1894. See Appendix 1, ps 40, 41.

From 1970 to 1975, 80 minute games were played in senior inter-county championship games

The rule governing THE PLAY in football and hurling differed in an important respect. In football, the goalkeeper when within his parallelogram may lift the ball off the ground by hand and when himself on the ground kick the ball away. The hurling goalkeeper had neither of these derogations.

The playing rules in the 1973 Official Guide did not contain interpretations. However, the official edition of the playing rules titled HANDBOOK FOR REFEREES AND PLAYERS 1973 was quite different in some important respects.

Firstly, in this handbook the rules were numbered differently.

Secondly, this handbook which contained an updated version of the 1966 Little Green Book contained 26 INTERPRETATIONS. Some of these were useful, some were silly and unnecessary but some were in fact rule changes.

Rule 120 Control of Games contained four interpretations which declared that –

- 1 – The referee is to report late submission of team list
- 2 – The Referee shall throw in facing the players
- 3 – Player to be allowed to place the ball but if players from same side resets it or there is deliberate delay, a hop ball shall be given
- 4 – If referee realises he has made a mistake in indicating direction of free he should change his decision before blowing for the free to be taken

The habit of not providing a team list on time required correction, and this provided for it. However, this habit still persists.⁴⁴

It made sense to require or instruct the referee to face the players for the throw-ins because he then had no excuse for throwing it in to favour one side. Linesmen were also advised to face players, and if the throw-in favoured one side, the referee could require linesman to throw the ball in again.

However, the third interpretation, introduced a new dimension to the free kicks – players should be allowed to place the ball for free kicks although Rule 143 still required linesmen to place the ball. This introduced a nonsense into the Rules of Control and was confusing for players and spectators. It also introduced a new foul and therefore changed the rule in the Official Guide without reference to Congress.

This interpretation is repeated verbatim in No 3 Interpretation of Rule 141. This particular Rule 141 has five Notes added and the INTERPRETATION of it has four separate notes.

The term QUICK FREE appears between notes 3 and 4 but no explanation of it is given.

Some interpretations were a verbatim repeat of the existing rule. See Rule 133 Scores and Interpretations (1). Some interpretations simply stated the obvious. If a player fouls the goalkeeper, a free out shall be given. Rule 133 states that *'The ball hitting the crossbar or uprights and rebounding into the field of play is still in play'*. It was not necessary to insert the Interpretation No 1 after Rule 141 Free Kicks which reads *'A ball coming back from the crossbar or uprights may be played even before it touches the ground'*.

⁴⁴ On 18 October, 1998, a team mentor ran out onto the field of play during the second half of the Co. Meath Intermediate Championship Final to give the referee a team sheet. The referee directed him to give it to one of the linesmen.

The policy of interpreting the playing rules which began with the publication of the Little Green Book in 1966 continued through 1973

There were then two sets of rules in operation for the games. These sets differed in important ways. As well as having different numbers, the interpretations changed some of the rules and hence there were two contradictory sets of rules in circulation at the same time.

Since the edition which was directed at Referees and Players contained the illegal rule alterations, it was used more frequently than the Official Guide which was not readily available.

Rule changing by interpretation had become a central policy in the process of legislation. In 1974, proposed rule changes were made at Congress and given a one-year trial which ended at Congress 1975 with the changes listed below.

28. THE PERIOD 1973 – 1978

Between Congress 1974 and the publication of the 1978 Official Guide, the playing rules of the national games were in some disarray.

In addition to the Little Green Book, 1973 with its interpretations, there were in circulation –

- the playing rule (changes) for football and hurling as amended by Congress 1974
- the playing rule changes made by Congress 1975
- another Referees' and Players' Guide (The Little Yellow Book) ⁴⁵
- APPROVED RECOMMENDATIONS AND AMENDMENTS TO HURLING AND FOOTBALL PLAYING RULES (Operative 17/3/'77 and thereafter) ⁴⁶

None of these documents contained a statement to the effect that it superseded all previous editions of the rules. Members – particularly playing members – had a problem keeping abreast of the changes.

At Congress of April 1974, the following proposals for change were adopted. These motions were proposed by Michael O'Callaghan (Roscommon) or Paddy O'Neill (Tyrone) who were members of a Special Rules Revisionary Committee set up for the purpose –

- A foul committed within the 21 yard line outside the larger parallelogram will be penalised by a 21 yard free.
- The rule governing entry to the smaller parallelogram (which was introduced in 1907 to protect the goalkeeper) was the subject of a successful motion to make it a foul for an attacking player to be in the smaller parallelogram before the ball during play. However, this was the existing position so the motion appears to have sought to dispense with part of the existing rule which excused a player who

⁴⁵ See Appendix 1, ps 307-309

⁴⁶ See Appendix 1, ps 311 et seq

was legally in this area and trying to get out of it when the ball was returned to it. However, the 1978 edition of this part of this Rule is the same as that in the 1968 edition ⁴⁷

- The handpass was reintroduced after 24 years
- A larger parallelogram was added to the markings
- In football, the goalkeeper **may not be charged** in the smaller parallelogram
- In hurling, the goalkeeper **may be charged** in this area
- Charging, even fairly, a player not in possession or attempting to get the ball, became a foul (often called the third man tackle!)
- Persistent fouling to be punished with dismissal

Unfortunately, the term ‘persistent’ was not defined, and it remains a contentious issue

A proposal to abolish the traditional foot lift in football was defeated after a furious debate. Another proposal to limit the solo run was also defeated. However the more revolutionary of proposed hurling changes were withdrawn ⁴⁸. Unfortunately a copy of these is not to hand. The reports in THE IRISH PRESS AND INDEPENDENT suggest that they were withdrawn ‘on a hunch feeling’ that they would fail!

This Congress of 1974 was controversial for several reasons

Before lunch there had been an animated and, at times, heated discussion on the greatly diminished role of Central Council

The debate positively indicated that there was a large body of opinion that the Central Council had not been properly divested of the powers it had prior to the restructuring of the Association, and there was obvious relief all round when the motion of the special committee was approved ⁴⁹

Paddy Roche stated that

“Central Council meetings were now only fireside chats”

However, the new Management Committee survived and Central Council lost much of its authority ⁵⁰

THE RULES OF GAELIC FOOTBALL AND HURLING – REFEREES’ AND PLAYERS’ GUIDE 1976 and published (surprisingly) by the National Referees Advisory Council stated that

The Rules quoted in this booklet are extracts from the Official Guide which contains the authorised version of the Constitution and Rules of Cumann Luichleas Gael

The Rules incorporate the new Playing Rules adopted at Congress 1975

In this booklet each Rule is printed in medium type with the

47 See Rule 135 Appendix 1 ps 268, 269

48 IRISH PRESS 15 April 1975 Article by Peadar O’Brien on the 1974 Congress in Sligo

49 IRISH INDEPENDENT 29 April, 1974

50 IRISH PRESS 15 April, 1974

interpretation in bold type immediately below it.

This presentation drew the readers' attention to the bold type which appeared more important than the text of the rule 68 interpretations were inserted in the 30 Rules 123 to 152

- Interpretation (d) in Rule 124 changes this rule by inserting a new foul and penalty of dismissal for attempting to influence the umpires decision
- Interpretation (5) in Rule 125(a) alters the definition of when a ball is out of play
- Interpretation (3) in Rule 136 SCORES has nothing to do with scores This interpretation should be in Rule 145 The Play
- Note 2 paragraph 2 in Rule 137 introduces a new foul by stating that if the goal-keepers toe-tap within the small rectangle, this constitutes delay
- Interpretation Note (1) in Rule 143 Kick Out changes this rule which has no statement specifying that the player taking the kick out may play the ball more than once,
- The interpretation after 145 The Play changes section 6 of the rule by imposing a new restriction on how the ball may be changed from hand to hand

These are examples of legislating by way of interpretation

For a five year period, the duration of the games at senior inter-county championship level was two periods to 40 minutes each In 1975, the duration was reduced to two periods of 35 minutes each for these games

29. ANALYSIS OF PLAYING RULES 1978 – HURLING AND FOOTBALL.

- Rule 142 deals with Specification
- Rule 143 deals with Specification
- Rule 144 deals with Specification
- Rule 145 deals with Specification, Control
- Rule 146 deals with Specification, Set Play
- Rule 147 deals with Specification
- Rule 148 deals with Scores
- Rule 149 deals with Definition
- Rule 150 deals with Definition

PLAYING RULES HURLING

- Rule 151 deals with Set Play, Control
- Rule 152 deals with The Play, Technical Fouls, Control
- Rule 153 deals with Control, Set Play
- Rule 154 deals with Simultaneous Fouls
- Rule 155 deals with Aggressive Fouls, Set Play, Dissent
- Rule 156 deals with Set Play, Definitions, Technical Fouls
- Rule 157 deals with Set Play, Control, Technical Fouls
- Rule 158 deals with Set Play, The Play, Technical Fouls

Rule 159 deals with Technical Fouls, The play, Definitions (Tipping)
 Rule 160 deals with Set Play, Scores (Discretionary)
 Rule 161 deals with Aggressive Fouls, Definitions
 Rule 162 deals with Technical Fouls, Set Play
 Rule 163 deals with Aggressive Fouls, The Play (£2 00 fine)
 Rule 164 deals with Specification (of ball)

PLAYING RULES FOOTBALL

Rule 165 deals with Set Play, Control, Technical Fouls, Dissent,
 Simultaneous Fouls, Aggressive Fouls, The Play
 Rule 166 deals with Set Play, Definitions
 Rule 167 deals with Set Play, Control (Linesman places the ball),
 Technical Fouls
 Rule 168 deals with Set Play, The Play, Control, Technical Fouls
 Rule 169 deals with Technical Fouls, The Play, Definitions
 Rule 170 deals with Control, Set Play, Scores (Discretionary)
 Rule 171 deals with Aggressive Fouls, Definitions
 Rule 172 deals with Technical Fouls, Set Play, Control
 Rule 173 deals with Set Play, Aggressive Fouls, The Play, T-Fouls
 Rule 174 deals with Specification (of the ball)

This analysis shows that –

CONTROL is dealt with in Rules 145, 151, 152, 153, 157, 165, 167, 170, 172

SPECIFICATION is dealt with in Rules 142-147, 164, 174

PLAY is dealt with in Rules 146, 148, 163, 165-173

Of the 27 rules dealing with PLAY –

THE PLAY is dealt with in Rules 152, 158, 159, 163, 165, 168, 169, 173

SET PLAY is dealt with in Rules 146, 151, 153, 155, 158, 160, 162, 165-168, 170,
 172, 173

SCORES are dealt with in Rules 148, 160

TECHNICAL FOULS are dealt with in Rules 152, 156-159, 162, 165, 167, 168, 172,
 173

AGGRESSIVE FOULS are dealt with in Rules 155, 161, 163, 171, 173

DISSENT is dealt with in Rules 155, 165

DEFINITIONS are dealt with in Rules 149, 150, 156, 159, 161, 166, 169, 171

Rule 161 SPECIFIC FOULS contains a list of aggressive fouls and a definition of a fair charge – as ‘*Side to Side with at least one foot on the ground*’ This corrected the anatomical mistake in the previous definition. The term Personal Foul was introduced in Rule 162 **Parallelograms s.(e)**. This term which had been interpreted in 1976 as ‘any form of foul on the person of a player,’⁵¹ and as in Rule 144 **Free Kicks** as ‘A personal foul⁵² is any form of a foul on a player as distinct from the fouling of the

⁵¹ Appendix 1, p 333, Rule 162

⁵² See Appendix 1, p 317

ball, should have been in Rule 161 above

Although Rule 161 *Specific Fouls* dealt with aggressive fouls and contained a definition of a 'fair charge' as 'side to side' (rather than as shoulder to shoulder) it did not contain a reference to personal fouls

There were now 14 rules in the section **PLAYING RULES HURLING** and 10 rules in the **PLAYING RULES FOOTBALL** an increase of 14 rules since 1973 when each had five rules. Additionally, the number of sub-sections in rules increased dramatically. Rule 152 had seven sub-sections dealing with free pucks.

The technical foul ('non personal foul') of being in the parallelogram before the ball in football was penalised by a free kick-out whereas there was no such foul in hurling.

All technical fouls committed by the team in its own small rectangle in football were penalised by a penalty kick whereas the same fouls in hurling were penalised by an (ordinary) 20m free.

Having been first proposed in 1917, the Association finally adopted the metric system in 1975, and a diagram of The Field of Play with these new metric measurements appeared on p 102 of O G 1979.

Liam O'Maolmhichil became Director General in 1979 after Sean Siocam retired.

No. 30. ANALYSIS OF PLAYING RULES 1981 – HURLING AND FOOTBALL.

Rule 142 deals with Specification
Rule 143 deals with Specification
Rule 144 deals with Specification
Rule 145 deals with Specification, Control
Rule 146 deals with Set Play
Rule 147 deals with Specification
Rule 148 deals with Scores, Technical Fouls, Control
Rule 149 deals with Definition
Rule 150 deals with Definition

PLAYING RULES HURLING

Rule 151 deals with Control, Set Play
Rule 152 deals with The Play, Technical Fouls
Rule 153 deals with Set Play
Rule 154 deals with Control, Simultaneous Fouls
Rule 155 deals with Aggressive Fouls, Set Play, Dissent
Rule 156 deals with Set Play, Definition, Technical Fouls
Rule 157 deals with Set Play, Control, Technical Fouls
Rule 158 deals with Set Play, The Play, Technical Fouls, Control (Extra time)
Rule 159 deals with Technical Fouls, The Play, Definition (of carrying)
Rule 160 deals with Set Play, Scores (Discretionary)
Rule 161 deals with Aggressive Fouls, Definition

Rule 162 deals with Technical Fouls, Set Play, Penalty Puck
Rule 163 deals with A- Fouls, The Play, T- Fouls (Delay),
Specification, (G K Jersey)
Rule 164 deals with Specification

PLAYING RULES FOOTBALL

Rule 165 deals with Set Play, T-Fouls, Control (Quick Free) Dissent,
Simultaneous Fouls, Aggressive Fouls, The Play
Rule 166 deals with Set Play, Definitions
Rule 167 deals with Set Play, Control, Technical Fouls
Rule 168 deals with Set Play, The Play, Control, Technical Fouls
Rule 169 deals with Technical Fouls, The Play, Definitions, Control
Rule 170 deals with Control, Set Play, Scores (Discretionary)
Rule 171 deals with Aggressive fouls, The Play, Definitions
Rule 172 deals with Technical Fouls, Set Play, Control
Rule 173 deals with The Play, Aggressive Fouls, (Goalkeeper and
delay)
Rule 174 deals with Specification
There are a further 19 rules of Control of Games

This analysis shows that –

CONTROL is dealt with in Rules 145, 148, 151, 154-170, 172

SPECIFICATION is dealt with in Rules 142-148, 163, 174

PLAY is dealt with in Rules 146, 148, 149, 163, 165-173

Of the 26 rules dealing with PLAY –

THE PLAY is dealt with in Rules 152, 158, 159, 163, 165, 168, 169, 171, 173

SET PLAY is dealt with in Rules 146, 147, 151, 153, 155-158, 160, 162, 165-168,
170, 172

SCORES are dealt with in Rules 148, 160

T-FOULS are dealt with in Rules 148, 152, 156-159, 162, 163, 165, 167-169, 172

AGGRESSIVE FOULS are dealt with in Rules 155, 161, 165, 171, 173

DISSENT is dealt with in Rules 155, 165

DEFINITIONS are dealt with in Rules 149, 150, 156, 159, 166, 169, 171

Congress 1980 made just a few changes to the playing rules. The main change was to make it a foul to block or attempt to block with the boot when an opponent is in the act of kicking the ball from the hands. A foul puck-out is now penalised with a throw-in ball on the 20m line. Another Special Congress was in the planning process, and this took place a year later at Mobhí Rd, Dublin in May, 1981. The calling of Special Congresses to deal with the playing rules – principally of football – was to become a policy which had important influence on the process of legislation.

The Special Congress of 1981 has been dealt with in the main report. Like the 1974 Special Congress, it was memorable for the wrong reasons – hurried and fudged.

motions

This Congress dealt only with football rules

The first motion on the Agenda was designed to abolish the open hand pass yet again. It was defeated. The second motion was to retain the handpass in play¹

One successful motion required the player to 'demonstrate' he was striking the ball with his hand – if the referee could not see the handpass, he was to penalise the player – the benefit of the doubt was not to be given. This same stringency did not apply to the hurling handpass.

The scoring method was altered to permit only fisted points or deflected scores with the open hand. The referee had now to decide from wherever he was whether the player's hand was open or closed as he shot for a point.

There were five motions on the Solo Run. The third sought '*That there be no limitations on the Solo Run*'. The status quo was preserved despite motions from Fermanagh which would have required a player to kick the ball at the end of a solo run, and another from London proposing to limit the solo-run to four toe-taps.

These motions illustrate that given the opportunity there will always be people eager and willing to change the performance of the skills. No suggestions were made during this period to change how the same skills in hurling are performed.

Kerry proposed to allow a substitution for a player ordered off but it would count as two¹. It failed.

An important addition to the legislation covering the tackle was passed. This allowed a player to '*flick the ball away from an opponent with the open hand*'.

Motion 49 proposed to allow a player to charge an opponent in the front. Fortunately this was defeated.

Most tellingly, Motion 55 from Roscommon sought

That this Congress recognise that the present dissatisfaction with the Playing Rules is largely due to the failure of Referees to implement them with accuracy and consistency and that we instruct Central Council to take immediate steps to improve this situation.

From this it was clear that the real problem did not lie with the skills or the rules at all but with the application of the rules by referees.

For the second time in a decade, a Special Congress primed with motions to change how gaelic football is played failed to achieve its objectives of radically altering the game.

31. ANALYSIS OF PLAYING RULES 1985 – Hurling and Football.

Rule 160 deals with Specification

Rule 161 deals with Specification

Rule 162 deals with Specification

Rule 163 deals with Specification (Objections to markings)

Rule 164 deals with Specification (of balls)

Rule 165 deals with Specification (of hurley)

Rule 166 deals with Specification (for underage players)

Rule 167 deals with Control

Rule 211 deals with Set Play, Technical Fouls, The Play
Rule 212 deals with Set Play, The Play, Technical Fouls

This analysis shows that –

CONTROL is dealt with in Rules 167-169, 171-176, 186, 192-196, 198, 201-204

SPECIFICATION is dealt with in Rules 160-166

PLAY is dealt with in Rules 182, 185, 187-212

Of the 38 rules dealing with PLAY –

THE PLAY is dealt with in Rules 189, 190, 194-196, 205, 210-212

SET PLAY is dealt with in Rules 182, 188, 196, 197, 198, 202, 203, 208, 212, 216

SCORES are dealt with in Rule 185

T-FOULS are dealt with in Rules 185, 189, 195, 196, 198, 201, 204, 206-208, 211, 212

AGGRESSIVE FOULS are dealt with in Rules 192, 193, 194, 199, 203

DISSENT is dealt with in Rules 192, 193, 200

DEFINITIONS are dealt with in Rules 185, 187, 191, 209

Although Congress of 1985 at Ballina was ‘a rule changing Congress’, it did not pass much legislation affecting the playing rules because a revised draft of the Official Guide was in preparation, and a Special Congress had been planned for December, 1985 in Cork at which this revised Official Guide and other motions were to be discussed

Once again the rule numbers were changed with the legislation. The Field of Play was now Rule No 160. The dimensions of the Field of Play were now 130m-145m long by 80m-90m wide – 20 per cent tolerance. The height of the goal posts was increased by two metres, and goal nets were now the rule for all. The dimensions of both rectangles were slightly increased, as was the size of the hurling ball. The legislation dealing with Play was written in the same rules.

The curious policy of having a set of rules in a section headed BALL IN PLAY – HURLING AND FOOTBALL and another rule 191 dealing with The Ball out of Play could have been stated more clearly in fewer words in the same rule.

Rule 192 contains the term Rules of Fair Play.⁵³

Perhaps the most controversial of the proposals was the division of fouls into four categories A to D. Categories A, B, C, dealt with aggressive fouls and D contained technical fouls.

The wording of Rule 195 (e) (i) regarding the concession for the goalkeeper on handling the ball on the ground was still too loose. It could be argued that as long as the goalkeeper was in the small rectangle, he could lift the ball off the ground – even if it was outside this area. s (f) of the same rule was also loosely worded, for f(a) *sic* should have made it clear what the term ‘interference’ involves. The restriction on changing the ball from hand to hand ‘once’ led to frees for changing the ball a second time in a separate period of possession.

53 This term was taken from a submission by the writer to the Rules Revisionary Committee containing an enhanced format of presentation which was rejected.

The contentious 'visible striking action' remained for football only

The Association was now 100 years old and many events were organised to celebrate this centenary. One of these was a revision of the Official Guide which was the result of a Co. Down Motion of 1980. Extraordinary changes had occurred both in the legislation and the process of legislation. Although the motion to revise the entire O.G. was an opportunity to correct all the weaknesses in the Playing Rules, the edition of the O.G. which emerged from the Special Congress held in Cork in December, 1986, left a lot to be desired.

It lacked transparency and cohesion, it contained almost 40 mistakes and, not surprisingly, it did not last long – just five years.

32. ANALYSIS OF PLAYING RULES 1986 – Hurling and Football

Rule 160 deals with Specification

Rule 161 deals with Specification

Rule 162 deals with Specification

Rule 163 deals with Specification (Objections to markings)

Rule 164 deals with Specification (of balls)

Rule 165 deals with Specification (of hurley)

Rule 166 deals with Specification (for underage players)

Rule 167 deals with Control

Rule 168 deals with Administration

Rule 169 deals with Control (Duties and Powers of referee)

Rule 170 deals with Administration (Referee's report)

Rule 171 deals with Control (Power of the Referee)

Rule 172 deals with Control (Powers and Duties of Umpires)

Rule 173 deals with Control (Linesman)

Rule 174 deals with Control

Rule 175 deals with Control

Rule 176 deals with Control

Rule 177 deals with Specification (Team Size)

Rule 178 deals with Specification (Substitutes)

Rule 179 deals with Administration (Team lists)

Rule 180 deals with Administration (Punctuality)

Rule 181 deals with Specification (Goalkeepers jersey)

Rule 182 deals with Control, Set Play

Rule 183 deals with Specification (Duration of Play)

Rule 184 deals with Specification (Extra Time – new game)

Rule 185 deals with Scores, Technical Fouls, Scores (Discretionary),

Definitions

Rule 186 deals with Control (Stoppages)

Rule 187 deals with Definition

Rule 188 deals with Set Play

Rule 189 deals with The Play, Technical Foul

Rule 190 deals with The Play

Rule 191 deals with Definitions

Rule 192 deals with Control, Aggressive Fouls, Dissent
 Rule 193 deals with Control, Aggressive Fouls, Dissent, Delay,
 Interference, The Play, Technical Fouls
 Rule 194 deals with Aggressive Fouls Definitions, The Play,
 Obstruction (with hurley)
 Rule 195 deals with Technical Fouls, The Play
 Rule 196 deals with Set Play (penalty), Technical Fouls
 Rule 197 deals with Set Play, Control (Advantage rule)
 Rule 198 deals with Control, Simultaneous Fouls
 Rule 199 deals with Set Play
 Rule 200 deals with Technical Fouls
 Rule 201 deals with Aggressive Fouls (Retaliation)
 Rule 202 deals with Dissent, Set Play
 Rule 203 deals with Set Play, Technical Fouls
 Rule 204 deals with Control, The Play, Definition
 Rule 205 deals with Set Play
 Rule 206 deals with The Play, Technical Fouls
 Rule 207 deals with The Play
 Rule 208 deals with The Play, Set Play, Technical Fouls
 Rule 209 deals with Set Play
 Rule 210 deals with Set Play, Technical Fouls, The Play
 Rule 211 deals with Definitions
 Rule 212 deals with The Play
 Rule 213 deals with Set Play, Technical Fouls, The Play
 Rule 214 deals with Set Play, The Play, Technical Fouls

This analysis shows that –

CONTROL is dealt with in Rules 167, 169, 171-176, 182, 186, 192, 193, 198, 204

SPECIFICATION is dealt with in Rules 160-166, 177, 178, 181, 183, 184

PLAY is dealt with in Rules 182, 185, 187-214

Of the 30 rules dealing with PLAY –

THE PLAY is dealt with in Rules 189, 190, 193-195, 204, 206-208, 210, 212-214

SET PLAY is dealt with in Rules 182, 188, 196, 197, 199, 202, 203, 205, 208-210,
 213, 214

SCORES are dealt with in Rule 185

TECHNICAL FOULS are dealt with in Rules 185, 189, 193, 195, 196, 200, 203, 206,
 208, 210, 213, 214

AGGRESSIVE FOULS are dealt with in Rules 192, 193, 194, 201

DISSENT is dealt with in Rules 192, 193, 202

DEFINITIONS are dealt with in Rules 185, 187, 191, 194, 204, 211

The Official guide of 1986 was the product of the Special Congress in December, 1986. This was yet another contentious Congress with many delegates totally frustrated when unable to get an explanation of what happened to motions submitted by their

countries Delegates were forced *'to take all or go home'* They stayed

The package which Congress voted into law was based on the Agenda before it which was comprised of the revised Official Guide

Rule 169 (b) contained an interesting addition to the Duties of a Referee. He now had to ensure that 'all playing equipment conforms with the rules'

Since hurling helmets were not mentioned in the rules of hurling, this meant he could not know if this important piece of equipment conformed

An interesting addition to Rule 170 Referee's Report required him *'to state the exact reason'* for *'players injured, cautioned or ordered off'*

This information could be important in the case of a player who was injured 'off the ball' by foul play

Although this provision appeared in the next two editions of the Playing Rules of Hurling and Football, it was omitted from the rules in 1991 without a motion to Congress

The elbow was added to the list of 'blunt instruments' with which it was forbidden to strike or attempt to strike an opponent Once again the term Rules of Fair Play appear in Rule 192 Category A fouls s (b)

The definition – *The legal form of charge, is a side to side tackle with one foot on the ground* – was an improvement for it made it clear that jumping against the side of an opponent would now be a foul Unfortunately, the use of the term tackle spoiled the definition because the term 'tackle' should have been defined as requested in 1971 in *The Report of the Commission on the GAA*

Given all the problems experienced with the handpass and the throw, one or other of these should have been defined at this time

The forward slash style entered the formulation of rules Rule 200 uses ' 13/20m in Football/Hurling kicked/struck ' which does not make for ease of reading Rule 212 implies it should be a foul if a player goes outside the field of play other than to take a kick or a puck This should have been inserted in Rule 195 – twice! The misunderstanding of the terms 'attacker' and 'defender' remained in Rule 214 (c)

33. ANALYSIS OF PLAYING RULES 1988 – Hurling and Football.

Rule 157 deals with Specification

Rule 158 deals with Specification

Rule 159 deals with Specification

Rule 160 deals with Specification (Objections to markings)

Rule 161 deals with Specification (of balls)

Rule 162 deals with Specification (of hurling stick)

Rule 163 deals with Specification (for underage players)

Rule 164 deals with Control

Rule 165 deals with Administration

Rule 166 deals with Control (Duties of referee)

Rule 167 deals with Administration (Referees report)

Rule 168 deals with Control (Power of the Referee), Dissent

Rule 169 deals with Control (Umpires)

- 741

This analysis shows that –

CONTROL is dealt with in Rules 164, 166-168-173, 179, 183, 189, 190, 195, 200

SPECIFICATION is dealt with in Rules 157-163, 174, 175, 180, 181

PLAY is dealt with in Rules 179, 182, 184-211

Of the 30 rules dealing with PLAY –

THE PLAY is dealt with in Rules 186, 187, 191-192, 194, 204, 205, 207, 209-211

SET PLAY is dealt with in Rules 179, 185, 194, 196, 197, 199, 200, 202, 205-207,
210, 211

SCORES are dealt with in Rule 182

TECHNICAL FOULS are dealt with in Rules 182, 186, 192, 194, 197, 200, 203, 205,
207, 210, 211

AGGRESSIVE FOULS are dealt with in Rules 189, 190, 191, 193, 198, 202

DISSENT is dealt with in Rules 193, 199

DEFINITIONS are dealt with in Rules 182, 184, 188, 191, 201, 208

In January 1987 the Association published REFEREES GUIDE TO THE PLAYING RULES OF HURLING. This began with a diagram of the field with an inset diagram of the scoring area and Field of Play markings around it. Although the width of the larger rectangle is given as 19 metres, the sum of the measurements of the parts of it along the endline came to 19.5m (plus the width of the base of the goalposts). The measurement of 2.75m from the side of the small to side of larger rectangle should have been 2.5m.

Rule 162 which gave the dimensions was followed by a rule Objections to Dimensions/Markings. Rule 169(b) has an explanatory note which requires the referee to instruct the player to use *a hurley of the proper dimension, and if he refuses a second time the referee should order him off*.

This is a new penalty and a change of rule which was not discussed or sanctioned by Congress.

Rule 186 contains an instruction to the referee⁵⁴ which requires him 'to judge the player to be seriously injured and insist on his removal to the sideline for treatment. No injured player may be treated on the field of play.'

Not only does this constitute a new rule, if applied, it could leave both the referee and the Association liable to litigation by failing in the duty of care owed to the player.

An explanatory note for Rule 190 (c) states that 'the one-hand/fisted pass is not permitted (Central Council Ruling, May 1986)'. This is another change of rule not authorised by Congress and not entered in the Official Guide. This meant the referees had instructions which players may not have been aware of.

The one-hand/fisted pass in hurling was not banned by Central Council.

Rule 193 Category B Fouls 1966 contained a list of fouls in s(i), (j), (k), (l), (m), (n), (o) which are now included in a new Rule 206.

A Central Council Ruling of August, 1986 clarified the point that when a player in possession is knocked or falls, he may fist or palm the ball away even though it be on

54 See Appendix 1, p. 410

the ground – **and may score by so doing**. A note added after Rule 214 states that the penalty for taking a puck-out from outside the small rectangle is a 65m free to the opposing team whereas the same technical foul in football is a caution. There does not seem to be any good reason for this distinction to be made. It constitutes another new rule made without reference to Congress.

This Referees' Guide should not contain rules which are not in the Official Guide. The inclusion of penalties in some rules which were not authorised by Congress is a breach of Rule 71(c) of the Official Guide 1986 which states this function of Annual Congress.

This policy of changing playing rules by inserting interpretations was an abuse of the legislative process.

The Official Guide of 1988 contained a diagram of the Field of Play with an inset diagram of the scoring space and the marking around it. Yet again the measurements and the wording of the rule were wrong. The error was further compounded by showing the distance between the side of the small rectangle and the large rectangle as 6.25 m instead of 2.5 m.

Hence the first three attempts at this figure were 2.75m, 2.5m and 6.25m.¹ Clearly the person responsible for doing this work was not able to cope with this simple task, and the errors were not spotted by a check on the copy before going to print.

The rule numbers were changed yet again.

The first Playing Rule, Field of Play is now No. 157 again.

This Official Guide made no reference to the penalty for having a hurley that did not conform with the specifications in Rule 162. Rule 183 Injuries and Incursions remained a potential problem.

This analysis shows that while the Official Guide did not contain any additions to rules which would constitute a change in that rule, the referees were working to a set of rules which differed in some important respects.

Another Referees' Guide to Playing Rules was published in July, 1988. This began with a diagram of the Field of Play with an inset diagram of the scoring area.

Both the diagram of the large rectangle and the rule referring to it stated it was 19.5m wide. Instead of spotting that the mistake was in the previous inset diagram which showed a space of 2.75m from the short side of the smaller rectangle to the larger one, the error was compounded by increasing the size of this larger rectangle by 6.5 square metres.¹ The rule numbers were changed again from the previous year now starting with 162. Field of Play. This threw the set of rules out of kilter.

A new note was added after Rule 171 Duties of Referee. Referee shall *not allow a hurling helmet to be worn in a football game*. Central Council Ruling May 1988. This was a change of rule without reference to Congress.

An interesting Central Council Ruling of May 1988 explained Rule 195 (e) Throwing the hurley [by stating that if a player threw his hurley at an opponent] means 'throwing the hurley at a player'. Throwing the hurley at the ball which clearly involves no danger is a Category D offence, and if done by a defender within his own large rectangle is penalised by a 20m free.

Rule 196 (e) shows that the goalkeeper may be tackled but the side-to-side charge may not be used. This is a good distinction to make, and the rule went on to state that incidental contact with goalkeeper while in the act of playing the ball shall not be a foul.

Three editions of the Official Guide were published in 1988. In one of these, additions were made to Rule 77 and Rule 122 upon which the introduction of the Experimental Rules policy and programme was based. The writer could not find any motion on the agendas of Congresses 1986, 1987 or 1988 to legalise this very significant change.

34. ANALYSIS OF THE PLAYING RULES 1990 – Hurling and Football.

- Rule 157 deals with Specification
- Rule 158 deals with Specification
- Rule 159 deals with Specification
- Rule 160 deals with Specification (Objections to markings)
- Rule 161 deals with Specification (of balls)
- Rule 162 deals with Specification (of hurling stick)
- Rule 163 deals with Specification (for underage players)
- Rule 164 deals with Control
- Rule 165 deals with Administration
- Rule 166 deals with Control (Duties of Referee)
- Rule 167 deals with Administration (Referees report)
- Rule 168 deals with Control (Power of the Referee), Dissent
- Rule 169 deals with Control (Umpires)
- Rule 170 deals with Control (Linesman)
- Rule 171 deals with Control (of the seven officials)
- Rule 172 deals with Control
- Rule 173 deals with Control
- Rule 174 deals with Specification, Control (Team Size)
- Rule 175 deals with Specification (Substitutes – Penalty of forfeiture of game)
- Rule 176 deals with Administration (Team lists)
- Rule 177 deals with Administration (Punctuality)
- Rule 178 deals with Administration, Specification (Penalty – £20 fine)
- Rule 179 deals with Control, Set Play
- Rule 180 deals with Specification (Duration of Play) (Penalties for lateness)
- Rule 181 deals with Specification (Extra Time – new game)
- Rule 182 deals with Scores, Technical Fouls, Discretionary scores, Definitions
- Rule 183 deals with Control (Stoppages-Incursions and injuries, medical help)
- Rule 184 deals with Definition
- Rule 185 deals with Set Play
- Rule 186 deals with Set Play (Definition of throw in)
- Rule 187 deals with The Play, Technical Fouls
- Rule 188 deals with The Play, Definitions (of the handpass)
- Rule 189 deals with Definitions (ball out of play)
- Rule 190 deals with Control, Aggressive Fouls (Provocative language)

Rule 191 deals with Aggressive Fouls, Control
 Rule 192 deals with A-Fouls, Definition (Legal charge), The Play
 Rule 193 deals with Technical Fouls, The Play (Interference)
 Rule 194 deals with Dissent, Technical Fouls, Aggressive Fouls
 Rule 195 deals with Set Play, The Play
 Rule 196 deals with Set Play (Advantage rule), Simultaneous Fouls
 Rule 197 deals with Set Play
 Rule 198 deals with Technical Fouls
 Rule 199 deals with Aggressive Fouls (retaliation), Set Play
 Rule 200 deals with Dissent, Set Play
 Rule 201 deals with Set Play, Technical Fouls
 Rule 202 deals with Set Play (Quick Free), Definition
 Rule 203 deals with Aggressive Fouls (Late foul), Set Play
 Rule 204 deals with Technical Foul
 Rule 205 deals with The Play
 Rule 206 deals with The Play, Technical Fouls
 Rule 207 deals with Set Play (free kick from hands), Technical Fouls
 Rule 208 deals with Set Play, Technical Fouls
 Rule 209 deals with The Play, Set Play, Technical Fouls
 Rule 210 deals with Definitions
 Rule 211 deals with The Play
 Rule 212 deals with Set Play, Technical Fouls, The Play
 Rule 213 deals with Set Play, The Play, Technical Fouls
 Rule 214 deals with Technical Foul (using a divot for free kick)

This analysis shows that –

CONTROL is dealt with in Rules 164, 166, 168-174, 179, 183, 190, 191

SPECIFICATION is dealt with in Rules 157-163, 174-175, 178, 180-181

PLAY is dealt with in Rules 179, 182, 184-209, 211-214

Of the 32 rules dealing with PLAY –

THE PLAY is dealt with in Rules 184, 187, 188, 192, 193, 195, 205, 206, 209,
211-213

SET PLAY is dealt with in Rules 179, 185, 186, 195-197, 199-203, 207-209, 212-214

SCORES are dealt with in Rule 182

TECHNICAL FOULS are dealt with in Rules 182, 187, 193, 194, 198, 201, 204, 206,
207-209, 212-214

AGGRESSIVE FOULS are dealt with in Rules 190-192, 194, 199, 209

DISSENT is dealt with in Rules 168, 194, 200

DEFINITIONS are dealt with in Rules 182, 184, 186, 188, 189, 202, 210

In 1988 the Association published a little booklet RULES OF GAELIC FOOTBALL 1988 FOOTBALL RULES FOR PLAYERS⁵⁵ A year later a Companion

⁵⁵ This was based on the work done by the writer in extracting the Rules of Play for football from the 'co-ordinated' rules

Booklet containing the Rules of Hurling was published

The diagram of the scoring space in the Football Booklet was still in error but finally, in 1989, these 'elusive' measurements were correctly entered. The Experimental Rules programme was introduced in the National League of 1989-'90. Other than to comment on this first one, the four Experimental Rules trials will be examined together at the end of this analysis.

The Rule 162 Dimensions of Hurley was changed. Only the width of the bas was now specified at 13cm. The weight and the length were deleted from the Rule. Rule 170 was changed by deleting the reference to a footballer placing the ball for a side-line kick.

A new Rule 186 was passed which specified that a throw-in ball would be contested by just one player from each side.

Rule 193 Category D Fouls (b) was extended to a definition of *Throwing the ball*. The penalty for 'dissent with a referee's decision' was increased from 10m to 13m. Making a divot for a free kick became a new foul.

A motion passed at Congress 1990 resulted in another Special Committee being set up to examine the feasibility of presenting The Playing Rules of both games separately in a new simplified format.

This was achieved and passed at a Special Delegate Conference in December, 1990, which brought the second era of legislation to an end and opened a new era of separate rules.

35. REVIEW OF THE SECOND ERA OF LEGISLATION 1950 -1990.

This era lasted from Congress 1950 until the Special Delegate Congress in December, 1990 which adopted the Report of a Special Rules Committee on the separation of the Rules of Play of football and hurling.

This committee had been set up after Congress 1990 passed a Co. Meath Motion which proposed a new simplified format for the playing rules.

There were three chief executives during this 40 year period, and each had a significant impact on the legislation. The process of legislation experienced some extraordinary changes. For 12 years in this era, there were in existence two contradictory sets of playing rules for football and hurling.

Congress 1950 passed a most extraordinary piece of legislation which was called the 'co-ordinated' rules. The rules of play of two completely different games were combined or co-ordinated in an effort to make one set of rules for these different games.

Additionally, the playing rules lost their position of prominence in separate sections of the Official Guide, and they were submerged and dispersed amongst the other rules of the Association.

Despite this extraordinary format of presentation, the first decade of this era is best remembered for the demise of the handpass in extraordinary circumstances. Other extraordinary 'rule changes' occurred. Rule 140 now stated that for football '*carrying shall be taking more than three steps while holding the ball*'. If this was a simple typing mistake, one would have expected it to be corrected in 1955. It was not, and so for 10 years, this 'illegal' rule remained in the Official Guide unsanctioned by Congress.

Whether the deletion of the rule banning dangerous nails or spikes in boots was the result of a successful Motion or just another rationalisation was not ascertained

However, its removal from the Official Guide was not necessary, and it reduced the safety features of the Rules of Specification. The corresponding rule in Australian Rules football remained for all of this era of legislation

A considerable amount of fudging remained in the legislation with respect to charging the goalkeeper, bad language, the taking of free pucks (Rule 147), a 14yd line in hurling and the number of bounces allowed in a football solo-run

While 'the four step rule' of football was reinstated in 1960, a requirement to play the ball away as soon as possible remained. This same thinking was behind a similar rule in Australian Rules football since the 1860's

After 20 years of 'co-ordinated' rules, a new sense of frustration had built up. This was caused by the difficulty in processing motions and in understanding the combined rules. This led to a policy of interpretation of rules, and this in turn led to the publication of sets of playing rules containing interpretations which clearly changed the intent of the rules. It is fair to comment that the rules became what the referees wanted them to be

These conflicting and contradictory sets of playing rules lasted from 1973 to Congress 1985

The first five years of this period was chaotic for it was never made clear what edition of the playing rules was the official one, and the one to be followed by referees

1974 saw the beginning of what was to become The Experimental Rules policy of 1989. However, in this experiment, proposed rule changes were given a one year trial from Congress 1974

Congress 1974 was controversial for another important reason – the diminished role of Central Council resulting from 'the restructuring of the Association'. The Management Committee became another tier in the structure. Considerable doubts were expressed about the methods used to introduce this change and its consequences. The power of Central Council was substantially reduced by the insertion of a new tier of management. One disenchanted member remarked that Central Council meetings had now become '*a fireside chat*'

Having been banned for 24 years, the handpass was reinstated on a one year trial, and in 1975 became legal again. This ambivalence about how the hands may be used to play the ball away was reflected in Australian Rules football where the handpass or the fisted pass found, and fell out of, favour periodically

The Special Rules Congress of 1981 marked the beginning of another policy of calling Special Congresses to legislate for perceived problems in the game of football which were attributed to the deterioration of football. This was properly a function of the quinquennial congress. Even though Congress of 1975 had demonstrated the member's rejection of the more controversial proposals of the executive for changing the rules of football, the 1981 Special Congress was a further attempt to change football in much the same way. The main proposals were again rejected by the membership – the second time in the space of six years

One special centenary project was to 'modernise and streamline' the official guide. After several years of committee work, and the passage of Congress 1985 at Ballina, this upgrading of the O G was completed in controversial circumstances in another Special Congress in December 1985 which was held in Cork

This new revamped edition of the Official Guide did not survive for long. Although it lasted just five years, some interesting changes occurred in this period. In 1988, three separate editions of this new Guide were in circulation.

Firstly, history repeated itself – this time in reverse – when the Association published a separate set of Rules of Play for football in 1988.⁵⁶ A year later, a similar set of rules appeared for hurling.⁵⁷

Although in retrospect, this echoed what O’Caoimh had done in 1939, it was by no means clear or certain then that these separated sets of rules were the precursors of another era of separate rules. At least it showed that the idea of separate rules for separate games was gaining acceptance, and it underlined the failure of the Special Centenary Committee to make this important change in format of presentation when it had the opportunity to do a thorough upgrade of the Official Guide.

Although these separate Rules of Play were published, their legal standing was not ascertained. Once again there were separate sets of rules in circulation, but this time they were much more compatible. The publication of these separate sets of Rules of Play was the highlight of a decade in which the process of legislation was seriously damaged by two Special Congresses in 1981 and 1985, and later in 1989 by the introduction of an Experimental Rules programme for the National Leagues. The legitimacy of this programme is highly questionable.

The Experimental Rules policy and the subsequent trials over the next ten years will be discussed separately below.

Congress 1990 was clearly disposed to the Co Meath motion proposed by the writer which sought to separate and reformulate the presentation of the Playing Rules. For this motion to succeed, both Management and Central Council had to approve of it. It was discussed with very few dissenting voices, and replied to all in the space of c. 20 minutes. Its passage effectively ended the second era of legislation.

The return to the days of separated rules was not easily accomplished. The task of unravelling the intertwined ‘co-ordinated’ rules, of eliminating the errors and duplications, and making some good some omissions, required seven months of concentrated work.⁵⁸

In December 1990, the 40 years of ‘co-ordinated’ rules were consigned to history after a surprisingly brief presentation and discussion of the preferred proposals of the Special Committee.

There is no evidence of an underlying philosophy of legislation in this second era. Many policies were developed – ‘co-ordination’ of the playing rules, interpretation of the playing rules, legislation by interpretation and, again, the policy of using an updating of the Official Guide as an opportunity to make important rule changes without the consent of Congress. Perhaps the most significant policy was developed towards the end of this era – the experimental rules policy. As with those mentioned, there is considerable doubt that this policy has the proper legal underpinning of Congress.

So there were many policies but little philosophy in this era of legislation.

⁵⁶ See Appendix 1, p. 455

⁵⁷ See Appendix 1, p. 464

⁵⁸ The Sub-committee established to draft the hurling and football rules separately took almost the full year to complete this mammoth task and the final text was approved by a Special Congress in December. Congress Bulletin 1990. Director General’s Report to Congress p. 7

THIRD ERA OF LEGISLATION 1991-2000

The third era of legislation began in January 1991 and continues

The new simplified format of presentation of playing rules contained the following –

- 1 The Rules of Play for Football and Hurling are written down separately under six headings
- 2 A list of definitions of key terminology is appended to the rules and forms an integral part of it
- 3 The Rules of Control are set down under three headings which set out the legislation dealing with the Referee, Umpires and Linesmen
- 4 The Rules of Specification are set down under four headings which set out the legislation dealing with The Field of Play, The Players, The Time and The Equipment

Importantly, the Playing Rules are now published separately in Official Guide Part 2 which deals exclusively with the Playing Rules. This was a very important and significant decision because all the legislation dealing with The Playing Rules could be easily found and, once found, the reader could be sure that he had found all of it.

This did not mean that the rules were now perfect. They were now in a format where long term stability, if not perfection, could be achieved.

Unlike the committee which produced the 1985 redrafting of the Playing Rules, the 1990 committee did not have authorization to change any rules. Consequently, when the translation of the 'co-ordinated' rules into the new format was completed, it was immediately obvious that a second report would have to be prepared to provide the Special Delegate Congress with a choice of the new format of legislation with all the defects of the previous set of rules, or a new format which amended obvious errors and made good obvious omissions.

Since this new format of presentation contained all the legislation covering the playing rules in three discrete sections where the legislation covering each individual aspect was contained in a rule of its own, the analysis of this and subsequent sets of rules is also much simpler. It is not necessary for the purposes of this part of the research to analyse all sets of playing rules in the third era of legislation. The first set of 1991 is analysed, and the rule changes which were made in 1995 are identified and assessed.

36. ANALYSIS OF RULES OF PLAY 1991 – HURLING.

Rule 1 deals with The Play and contains 11 sections

Rule 2 deals with Set Play and contains 9 sections

Rule 3 deals with Scores and contains 4 sections
 Rule 4 deals with Technical Fouls and contains 35 sections
 Rule 5 deals with Aggressive Fouls and contains 25 sections
 Rule 6 deals with Dissent and contains 4 sections

37. ANALYSIS OF RULES OF PLAY 1991 – FOOTBALL.

Rule 1 deals with The Play and contains 10 sections
 Rule 2 deals with Set Play and contains 10 sections
 Rule 3 deals with Scores and contains 4 sections
 Rule 4 deals with Technical Fouls and contains 37 sections
 Rule 5 deals with Aggressive Fouls and contains 22 sections
 Rule 6 deals with Dissent and contains 4 sections

There are now 19 definitions of Key terminology
 Of these 19 definitions, 15 are common to both football and hurling

There are three RULES OF CONTROL

Rule 1 deals with the Powers and Duties of the Referee in 5 sections
 Rule 2 deals with the Powers and Duties of the Umpires in 2 sections
 Rule 3 deals with the Powers and Duties of the Linesmen in 2 sections

Rule 1 of Control contains 5 Sections
 S 1 1 deals with Powers of the Referee
 S 1 2 deals with Duties of the Referee
 S 1 3 deals with Commencing Play
 S 1 4 deals with Injuries and Incursions
 S 1 5 deals with Report of Referee
 Rule 2 of Control contains two sections
 2 1 deals with Power of Umpires
 2 2 deals with Duties of Umpires
 Rule 3 of Control contains two sections
 3 1 deals with Powers of Linesmen
 3 2 deals with Duties of Linesmen

There are four Rules of Specification

Rule 1 deals with the Field of Play and contains 5 sections
 Rule 2 deals with the Players and contains 5 sections
 Rule 3 deals with Time and has 5 sections
 Rule 4 deals with Equipment and contains 4 sections
 Rule 1 of Specification contains 5 sections
 1 1 Dimensions of the Field of Play, Scoring Space, Marking and Flags
 1 2 The number of players, substitutions and List of Players
 1 3 The Playing Time, Length of Interval and Extra Time
 1 4 Colour of Jerseys, the ban on use of Hurling Helmet in a Football Game, Specification of Shiothar, Football and the Hurley (part of)

This analysis shows that apart from Rule 1 – THE PLAY in each game, the legisla-

tion for each game has much in common. Allowing for the expected differences in rule content between a football and a ball and stick game, the legislation is practically identical. From this it can be concluded that if the Rules of Play for Hurling are technically sound, the same can be said for the Rules of Play for Football.

With this new format of presentation, it became easier to formulate motions to make, amend or rescind playing rules. The statement of the rules in all cases takes the form of a short, simple sentence.

The inclusion of a list of definitions means that with the exception of the terms 'rough play', 'dangerous play', and 'provocative language', there was no need for any interpretation of the rules. There was now just one clear, common usage meaning of them.

This re-separation of the rules had a down side.

Motions to change the Rules of Play of Football or of Hurling could be formulated with ease, and in this sense, the rules were more exposed and vulnerable.

The definitions of the terms ended generations of debates and dissention over some aspects of play such as the handpass in football. It is interesting to note that with the passage of this particular piece of legislation, the incidence of frees for foul handpass decreased rapidly in most games of football. In the subsequent four years, a free for a foul handpass became a rarity. This was not because the players did anything significantly different, it was a direct result of a clear definition of all forms of the skill. Hence, when the performance of the skill began to be questioned again four years later, and the handpass banned again in subsequent Experimental Rules programmes, it was not because the handpass was performed illegally, or there was no rule to penalise it, it was the re-emergence of the historical hang-up or syndrome about this skill in football. Although one form of the handpass is common to both games – the one-handed pass – there has never been any demand for the handpass to be banned in hurling despite the fact that it is a 'ball-and-stick' game.

This presentation of the rules gave the statements of the rules in lower case, and the penalties for breaches of them in bold. This drew attention to the penalties.

An important feature of this new format of presentation is that the rules are easy to read, remember and apply. The format gave an accurate overview of all the legislation – like a map of the rules. The rules are transparent and user friendly. They are as few as possible and as short as possible. Further proposed reduction is given at end of main report.

This new format demonstrated that there is no need for more than six rules of play in any similar invasive games, and that the rules of control and specification are equally amenable to this same presentation of three and four rules respectively. This means that all the Playing Rules of all invasive body-contact games can be written down under the above 13 headings plus an adequate list of definitions of key terms.

In this sense, this is a universal format of presentation of playing rules for invasive body-contact games.

As examples of enhanced legislation, the obvious omission of the foul '*to hold an opponents' hurley or to pull a throw from his hand(s)*' was made good by Rule 5 18(a). Some referees did regard this as a foul, and penalised it under another heading. However, many referees did not penalise this behaviour.

The distinction between '*throwing the hurley in a way which does not constitute a danger to another player*' in Rule 4 8 and '*To throw a hurley in a manner which con-*

stitutes a danger to another player(s)' was interesting. The former is a technical foul, the latter is a cautionable offence which means, for example, that if a goalkeeper who is on his own in the small rectangle throws his hurley across the goal to save a shot, the penalty is a 20m free – not a penalty puck (See Laws of Lacrosse, 1868 Rule XV Throwing the crosse forbidden, p 843)

In the June, 1991 edition of the Playing Rules which appeared in a Referees' Guide to the Playing Rules of Hurling and Football, Rule 1.5 of Control Report of Referee, the fifth item to be included in this Report was

The names of players injured, replaced and substitutes taking part
and the next item was

The names of players cautioned or ordered off, and the exact reason(s)

Neither of these reporting procedures required the referee to state reasons for a player who was substituted through injury

Rule 2.1 and 3.1 of Control now set out clearly that all umpires and linesmen have the power to bring to the attention of the referee, during a break in play, any incidence of foul play, or incursions onto the field of play which have not been noticed by the referee¹

Since foul play covers technical, aggressive and fouls of dissent, it is clear that these six officials are empowered to bring technical fouls to the notice of the referee

This power of linesmen was not recognised by Management Committee at its meeting on 6 August, 1994. A matter for decision by Central Council headed Powers of Match Officials was treated thus

Arising from correspondence received it was agreed to point out that Umpires or Linesmen do not have authority to bring violations (sic) of the Playing Rules to the attention of the Referee, other than those listed in the Rules of Control 1.1 (iii) and Powers of Umpires 2.1 (ii)

It was not made clear to whom this decision was to be pointed out to, but it would be fair to assume it was to the referees⁵⁹

Since Rule 3.1 of Control states that linesmen do have this power, the conclusion to be drawn is that Management does not agree with this part of the rule in the Official Guide or they are not aware of it

The result is that there is some doubt about the role of linesmen which is diminished in an important way if this rule is not applied

There was no motion to Congress 1995 to amend Rule 3.1 of Control

An important rule change (a result of the previous Experimental Rules) provided three options to the player fouled. He could take the free kick from the ground, from his hands or allow a team-mate to take it from the ground. There was no good reason for this change of rule. It reduced the skill level in the game.

Sideline kicks from the ground were replaced by kicks from the hands. There was no good reason for this change either.

The argument that these changes 'speeded up the game' showed that this policy, first stated in O'Caoimh's handbook in 1945, was still in operation. If speeding up the game is a legitimate reason to reduce the skill level of the game, then the logical extension is that the ball should be thrown rather than handpassed or fisted. The real

59 Management Committee Meeting 6 August, 1994 (Agenda for Central Council)

reason for this change had more to do with copying the practice in Australian Rules football than improving the quality of football or enhancing it as a spectacle

38. ANALYSIS OF THE PLAYING RULES, 1992, HURLING AND FOOTBALL.

The first Official Guide Part 2 which was published in this era is dated 1992. The Playing Rules in this edition of the O G should be exactly the same as those published in the 1991 Referees' Guide.

However, the following changes appeared:

Rule 1.5 of Control – the sixth item of the Referee's Report was omitted.

– *The names of players injured, replaced and substitutes taking part*

Football Rule 4 was altered by inserting a new s.4.21: *'To take a free kick from the hands in contravention of Rule 2.5'*⁶⁰. This change was not discussed by Congress, 1990 or by the Special Delegate Congress of December, 1990.

By inserting this extra section, the remaining sections of Rule 4 Football were thrown out of kilter and, once again, there were conflicting official editions of the Playing Rules in circulation at the same time.

This section did not appear in Rule 4 in the 1995 O G Part 2 yet there was no motion to Congress of 1995 to remove it. The habit of changing playing rules without Congress approval persisted.

In addition to the Referees' Guide to the Playing Rules 1991, and the Official Guide 1992 Part 2, separate booklets containing the Rules of Play of Football and Hurling were published in 1991.

These small booklets were an excellent way of helping players and spectators to obtain and read these rules. It was a great pity that the 1992 Official Guide Part 2 did not agree with them in every respect.

The Referee's Guide to the Playing Rules was published in June 1991, and it contained an important statement⁶¹ on page 1: *This publication of the playing rules supersedes all previous publications.*

The O G 1992 Part 2 carries this statement on page 1:

'Containing Playing Rules of Hurling and Football revised and corrected up to date, and published by the authority of the Central Council.'

This would appear to mean that the booklets and the Referees' Guide had been superseded, and the unauthorised addition of Rule 4.21 Football was sanctioned by Central Council.

This illustrates that those responsible for publishing these documents were not aware of the difference between The Playing Rules and The Rules of Play. It further

⁶⁰ See O G 1992 Part 2 p. 57 or Appendix 1, p. 547.

⁶¹ This was a recommendation of the writer to An t-Ard Struthóir.

illustrates a lack of attention to detail as well as the need to ensure that concurrent sets of rules are exactly the same, and that playing rules may only be changed by a 'Rule-changing Congress'

The Playing Rules of Official Guide Part 2 1992 were superseded by the Experimental Rules of 1994-1995. Hence there were four different editions of the Playing Rules between Congress 1990 and Congress 1995.

If stability in this vital area of legislation was a management objective, this was not the way to achieve it. The evidence would appear to support the conclusion that it was a management policy to keep the Rules of Play in a state of flux even with regular and unauthorised amendments.

This cavalier approach to the Playing Rules does not suggest that there was an underlying philosophical approach to this legislation. On the contrary, it suggested a deliberate policy of destabilising the process of legislation by frequent and unnecessary changes.

39. ANALYSIS OF THE PLAYING RULES OF 1995 – HURLING AND FOOTBALL.

The presentation of the Rules of Control, Play and Specification is exactly the same as for 1991 and 1992. Hence it is only necessary to identify and discuss those few changes made at Congress, 1995.

As has been explained in the main report, Congress 1995 would have had only nine motions on the Playing Rules had not a raft of 40 motions been sent down hurriedly from Croke Park for inclusion on the Carlow County Convention of 1995 – one of the last county conventions to be held.

The following changes to the Playing Rules were made by Congress 1995.

- 1 – An exclusion zone was added to the marking on the Field of Play. Rule 1.2 of Specification.
- 2 – The words 'including penalties' were added to Rule 2.5 Hurling.
- 3 – The words 'sideline puck' were added to Rule 4.21 and 4.23 of Hurling.
- 4 – Footballers may take a free kick, other than a penalty kick, from the hands or from the ground. Rule 2.5 Football.
- 5 – Rule 4.21 was deleted rather than amended, and Rule 4.27 was amended by adding the words 'kick-out' from the ground twice.
- 6 – Rules 4.22, 4.23 Football were combined and amended by the addition of the words 'sideline kick'.
- 7 – 'In Flight' was added to the list of definitions of key terms.

The radius of the exclusion zone specified in the first motion on the Agenda was 10m. However, the revised rule of Specification now Rule 1.5 specifies 'a semi-circular arc of 13m radius' – a very significant difference in size.

The provision to allow footballers a choice of taking free kicks other than penalties and sideline kicks from the ground or from the hands resulted in a significant reduction in skill content and, allied to the change requiring sideline kicks also to be taken from the hand, this meant a very significant reduction in the number of free kicks taken from the ground.

Following this change, referees consistently allowed players to pinch ground by taking several paces past the spot they were supposed to kick from

This 'sweetener' to popularise this rule change ignored the rule that the free kick must be taken from where the foul occurred as per Rule 2.2

It is quite clear from the wording of the successful Motions 32, 33 on the Congress '95 Agenda that they did not refer to the most recent edition of the Official Guide 1992 but rather to The Referee's Guide of 1991.⁶² Hence they were both illegal and out of order. However, they entered the legislation with the further addition of the word 'penalty' inserted twice in Rule 4.21 although this term did not appear in the Motion. The term 'In Flight' was quite unnecessary. Seven other terms were proposed in Motions 33 to 40. They were all rejected, and with very good reason for they would have trivialised this important section of the legislation.

For example, Motion 35 sought the "**Hop**: – **Football** be defined as – *To play the ball off the ground from the hands without taking it back into the hands*⁶². This ignored the fact that the term 'Bounce' is in the list of definitions, and that this action defined by 'hop' is in fact a throw!

The definition sought by the same Motion 35 **Hop** – **hurling** was '*To play the ball off the ground from the hurley*'. It is not clear what this entailed, and it ignored the fact that the term 'hop' is used in the rules of hurling in a different context. Hurling Rule 1 THE PLAY states in 1.3 '*A player may run with the ball balanced on, or hopping on his hurley*'.⁶³ The proposed definition does not make sense, and it would appear that the author of this motion was unaware of the existing term, and the consequences of defining the hop in a way which affected an existing rule. The motion was both a nonsense and out of order.

Congress 1995 will be remembered for the impact which the 'Carlow Strategy' had on the agenda. This showed yet again that the membership did not want the playing rules to be changed very much or at all. The executives were determined to try and force changes into the legislation which Congress had rejected repeatedly since 1975, and keep up a continuous pressure to change football in ways not wanted by the membership.

Most of the Experimental Football Rules were rejected as were most of the illegal 'Carlow' motions. This strategy and the policy of making significant changes to motions post Congress showed that the executive did not adhere to the rules of the Official Guide Part 1 in many important respects such as the origin of motions, the proper vetting of motions, the proper vetting of motions which were clearly out of order as well as the significant alteration to the wording of motions passed by Congress.

By 1995 it was quite clear that there was a deliberate policy of destabilising the game of gaelic football by constantly changing the Rules of Play.

Between January 1990 and June 1995, there were five different sets of rules for football. Hurling did not undergo so much change. After Congress 1995, it was clear that this policy of forcing unwanted changes in football was to become an annual occurrence.

When the membership yet again, through their vote at Congress, showed they did

⁶² See Congress Bulletin, 1995 ps 74, 75

⁶³ See Appendix 1, p 531

not want these changes, the structure of Congress was radically altered at a Special Congress in November, 1997, and the process of legislation expanded to four rather than one strand

By late 1998, it was clear from the Experimental Rules imposed on gaelic football that those responsible for producing them had run out of ideas. The ban on goalkeepers from using their hands to play the ball away was astonishing. The reasons given for this change indicated that neither the Games Development Officer nor the Football Work Group were fully conversant with the provisions of the existing Rules of Play for Football with respect to tackling, and that the real reason for two of the three Experimental Rules introduced was to continue the destabilisation process in furtherance of a now well defined policy of changing gaelic football into another game which closely resembles Australian Rules.

The only 'philosophy' apparent in the policies adopted by the executive in the third era of legislation was that change was essential for the survival of football but not for hurling. It could not be argued that the increase in the popularity of gaelic football as judged by spectator attendance was in any way due to the rule changes. Hurling enjoyed an overall increase in spectator attendance but for very different reasons. The most important of which was the replacement of the knock-out style of championship with a second league type competition which resulted in the top teams meeting more often.

40. THE EXPERIMENTAL RULES 1989 – 1999.

INTRODUCTION The legislation upon which the Experimental Rules policy is based has been discussed in the main report.

Briefly three separate editions of the O G were published in 1888.

In each of these, Rule 77 Motions deals with the submission and precessing of motions through Annual Congress. However, in one of these Official Guides (with a light green cover) Rule 77c stated

Motions to revise playing Rules may be tabled only in years divisible by five, and in such years they shall take precedence in motions on Annual Congress Agenda

*In the year prior to the revision of Playing Rules, motions with proposed rule changes for experiment in national and county leagues **may be tabled.** (emphasis added)*

This second paragraph did not appear in either of the other 1888 editions of the Official Guide (either the dark green cover or the blue cover)⁶⁴ Nor did it appear in the 1986 Official Guide which contained 'The full revised text of the Rules of the Official Guide as sanctioned by Special Congress in December, 1985'⁶⁵

Any such important addition to Rule 77(c) required a motion to Congress of 1987

64 Official Guide 1888 (light green cover) p 40

65 See front cover of An Tíorí Oifigiúil 1986

Any such very important addition (amendment) to Rule 77(c) would have required the passage of a motion by a two thirds majority in 1987 or possibly 1988, but given the record of dating Official Guides a year after the Congress at which they were altered, it is more likely 1987⁶⁶ The writer could not find any such motion on the agenda of Congress for 1986, 1987 or 1988

Rule 80 (h) Powers and Functions of Central Council states

Nothing in this rule shall be construed so as to admit to Central Council or its sub committees authority to introduce, enact, amend or rescind rules, or in any way vary or derogate the power reserved to Congress by Rule 71 This rule shall be in all respects subject to Rule 71 and in the event of conflict Rule 71 shall prevail

This Rule 71 Functions (of Congress) states

(c) To consider motions and to enact, amend or rescind Rules

From this it is clear that

- (i) Central Council did not have the authority to introduce experimental rules, and
- (ii) Any proposed rule changes for experiment must be tabled on a congress agenda

Rule 122 of the Official Guide 1988 deals with the Organisation of League Competitions In one edition of O G 1988 (light green cover) the following statement is added

Playing Rule changes recommended by Ard-Chomhairle may be experimented with in national and county Leagues of the year prior to Congress at which **motions for revisions of Playing Rules are tabled** (emphasis added)

This statement did not appear in either of the other two editions of the 1988 Official Guide ⁶⁷

In 1989, Central Council decided which Experimental Rules were to be used in the National Leagues It is the writer's view that in doing so Central Council ignored Rule 71 (c) which dealt with the functions of Congress and Rule 77(c) which dealt with the proper process of this trial legislation and thereby acted *ultra vires* ⁶⁸

⁶⁶ Official Guide 1988 ps 43, 44

⁶⁷ *ibid* p 60

⁶⁸ A Co Meath motion, No 76 (a) on the agenda of Congress 1990 sought that proposed rule changes should be discussed at club AGM's a year prior to a rule-changing congress so there would be over a year in which to ensure they were sound and properly drafted This motion was defeated by the objections raised by the Cork delegation

41. THE EXPERIMENTAL PLAYING RULES IN NATIONAL LEAGUES 1989/90 FOOTBALL AND HURLING.⁶⁹

FOOTBALL

- 1 Four quarters of 15 minutes with change over periods of not more than one minute plus 10 minutes at half-time
- 2 Kick-out to be taken from the hand from inside the small rectangle
- 3 Free kicks other than penalty kick may be taken from the hand or ground, if not taken by the player fouled, it is to be taken from the ground
- 4 Sideline kicks to be taken from the hands
- 5 Hand-Pass – this Experimental Rule set out definitions of the handpass and throw

HURLING

- 1 Kicking the sliothar from the hand prohibited
- 2 Handpassed scores prohibited
- 3 A no entry semi circle with radius 9.5m from centre of 20m line to be an exclusion zone

The four quarters in football proved to be very controversial. However, it only failed at Congress 1990 because the motion proposing it included an extraordinary clause – a penalty of a fine of £1 per second late in the one minute change overs¹

This proposal was an attempt to make the playing time in gaelic football similar to that in Australian Football. Taking free kicks from the hands was a further attempt to copy Australian Rules.

No mention was made to how a 45m free kick should be taken. It continues to be kicked from the ground (1999).

The prohibition on kicking the ball from the hands and scoring with the hands in hurling were sensible because they are not compatible with a ball and stick game. They are forbidden in hockey, lacrosse and shinty.

The exclusion zone was specified as a change in rule for hurling only but it was also applied to football.

The experimental marking was adopted with much revised dimensions which affected the existing rules in football and hurling that dealt with the distance players had to be away from the free kick and free puck.

It is clear that the Experimental Rules of 1989/90 were aimed at changing how gaelic football is played and in refining how hurling is played.

It is the writer's view that these changes had an adverse effect on football by reducing the skill level, and a positive effect on hurling by requiring the players to use the hurley more.

42. EXPERIMENTAL RULES, 1994-1995 FOOTBALL AND HURLING⁷⁰

FOOTBALL

- 1 A restriction on the use of the handpass. A player who receives the ball from a

⁶⁹ See Appendix 1, ps 473, 474

⁷⁰ See Appendix 1, p 553

- handpass may not play it away with a handpass unless the ball touched the ground, another player, the goal posts or cross bar
- 2 All free kicks (except the penalty) may be taken from the hands
 - 3 All kick-outs to be taken from 13m line

HURLING

- 1 Restriction on taking the ball in hand – now allowed only once
- 2 Kicking from hands prohibited again

The exclusion zone now made common for both games

The restriction on the use of the handpass showed that it was not the **method** of handpassing that was at issue so much as **the use** of the handpass. The rule did not clarify whether it intended fisted passes to be included. The exceptions to the rule were inexplicable and extremely difficult for referees.

The conclusion to be drawn was that this was the old syndrome at work again for this experiment was neither technically defensible or practically applicable. It was simply a tactic to keep up the pressure to eliminate the open handpass.

Taking the kick-out from the 20m line after a score has useful aspects. It makes it clear to everybody, whether they could see the umpires signals or the scoreboard when there is one at the grounds, that a score had been made. The experiment of taking all kick-outs from the 13m line left some spectators in doubt about whether a score was made or not.

This experiment also copied Australian Football. It was rejected.

It was not made clear in the wording of the experimental hurling rule that a player could catch the ball and then play it from the hurley to his hand once. It would appear that if he caught (or first took the ball in his hand) he should not play it from hurley to hand subsequently.

The size of the exclusion zone was increased and with 'an arc of 10 metres' it was not clear whether the arc was 10m in length or was to have a radius of 10m. In practice this arc was marked out with different dimensions at different venues. Some had it marked outfield from the 13m line, some marked an arc which was little more than a small segment 13m long, and some did not bother to mark it at all.⁷¹

This Experimental Rules programme, like its predecessor, was largely a waste of time and counterproductive.

The trial rules had the effect of further destabilising the game of football by interfering with the major link skill in this game – the handpass. The hurlers could pass the ball with the hand as often as they wished. This trial affected the structure of the game of football but not of hurling.

43. EXPERIMENTAL RULES 1998 – FOOTBALL ONLY.⁷²

Despite the Rules quoted above which specifies that these trials are to be made in National and County Leagues, this set of Experimental Rules departed from its prede-

⁷¹ Televised National League games illustrated these different 'interpretations' of this experimental rule.

⁷² See Appendix 1, p 586

cessors in two important respects

- 1 It was used in provincial competitions, three of which had a championship or knock-out format
- 2 It did not involve hurling at all

The first trial rule made it a foul 'to push, pull or hold' an opponent. The existing Rule 5 16 of Football lists as fouls 'to push or hold an opponent with the hand(s)' ⁷³ The addition of 'to pull' was very sensible for it made good an obvious omission.

The restriction on the solo-run was a very important restriction on the skill of players which affected the structure of the game, upset the balance of legislation which provided scope for the smaller skilful player to offset the advantage of taller and heavier players. It forced players to use a form of the solo-run where the ball is played along the ground.

The Australian type mark was introduced for an overhead catch. This resulted in a complete change in ethos of the game and a further planned attempt to make gaelic football resemble Australian Rules. Like most of the other experiments which sought to change the structure of football, this was suggested by the Director General in successive reports to Annual Congress ⁷⁴

By putting this premium on the high catch, and prohibiting the standard solo-run these two measures militated against good ball players and, particularly, against small players. The banning of the handpass yet again emphasised the determination of the executive to delete this form of the skill.

Another skill was deleted by allowing players to lift the ball off the ground with their hands. This again favoured the tall players. The use of two referees was also a direct copy of Australian football as was the increase in the number of substitutes from three to five.

Three important conclusions can be drawn from this set of experiments.

- 1 Hurling was to be exempted from further experiments and football was still exposed to extraordinary proposals for changing its nature.
- 2 The thrust of the changes were in favour of big players.
- 3 The skills of football were being gradually eroded.
- 4 The policy to make gaelic football more like Australian football was now clearly exposed.
- 5 These changes to football were all proposed and or recommended by the Director General.

This experiment collapsed and was discontinued before the planned end of the trial period. The membership simply would not tolerate such fundamental changes in the game.

44. EXPERIMENTAL RULES – National League 1998-‘99 FOOTBALL.

By 1998, the experimental rules were processed and published by the Football Development Committee. It is unclear if these rules were sanctioned by either Central Council or Management Committee.

⁷³ See Appendix 1, p 582

⁷⁴ See Congress Bulletin 1997, Tuaraisail An Ard Struirthora p 12

Undeterred by the embarrassment of the collapse of the previous experiment just a year previously, this latest experiment once again banned the handpass

Outfield players were forbidden to use the traditional open handpass – they were required to use the fist. More extraordinary, the goalkeeper who had possession of the ball was not allowed to use his hand at all to play the ball away

A system of yellow and red cards was introduced which has some merit, but is an unnecessary addition to the duties of referees

If the banning of the handpass yet again was no surprise, the reasoning behind the restriction imposed on the goalkeeper is inexplicable

The press release⁷⁵ issued with these latest experimental rules included some extraordinary statements

- 1 It is universally acknowledged that the two primary skills of Gaelic football are the high Catch and Kicking
- 2 There has been a decline in these skills
- 3 There is no intention to eliminate the Handpass from the game

The restriction on the use of the handpass by the goalkeeper was justified by -

- 4 particularly as goalkeepers cannot be tackled within the small rectangle

This most recent Experimental Rules trial again affected only football. It restated an age old misconception about the fundamental skills of the game. The high catch and the kick are not by any means the only primary skills. The evidence that there was a decline in high catching was not produced. The evidence collected by the writer and others⁷⁶ over a 16 year period showed that high catching was just as prevalent at the end of the 1990's as it was at the beginning of the 1980's. Indeed, the 1998 All-Ireland Final was memorable for the number of high catches as well as for the number of handpasses by the winners – Galway

The justification statement for denying goalkeepers the right to play the ball away with their hand leads to one of two conclusions. Either the Football Workgroup did not know the Rules of Play of Gaelic Football, in particular Rule 1.5 – *'Player(s) may tackle an opponent for the ball'*, Rule 1.7 which states that a goalkeeper may be challenged for the ball when he is within the small rectangle, and Rule 1.4 which states *'The ball may be knocked from an opponent's hand's by flicking it with the open hand'*,⁷⁷ or this group deliberately sought to mislead the Press and, through the media, the membership

Instead of spotting this and raising serious questions about it, the writer failed to find a single article in the national papers which had identified this serious attempt to mislead or misinform the membership

In summary, it is clear that this Experimental Rules programme was out of order from 1989 until 1999. The obvious objective of this policy is to change the very nature of gaelic football by repeatedly targeting basic skills of the game and attempting to eliminate them

75 Copy on file. See also the November, 1998 edition of the Official GAA magazine *Gaelic Sport*, p. 20, and Congress Report 1997 ps. 31, 32

76 McDermott G. *Match Analysis 1960's onwards*

77 See Appendix 1, p. 574

It can be argued that the fundamental purpose of these experiments was and remains to change gaelic football into Australian football or a game which resembles this form of football more than our own indigenous form of the game

This ten year programme of Experimental Rules appears to have been conceived in illegality, progressed into chaos, and ended in deception. It is hard to accept that neither the Games Development Officer, the Chairman and members of the Football Work Group, Central Council or indeed the Director General were unaware that the argument used to support the inclusion of the most contentious proposal concerning the goalkeeper ignored these separate provisions of the Rule 1 of Play for football

45. Review of the third era of legislation 1991 – 1999

As the Association approaches the new millennium, it can be said that the format of presentation of the playing rules is ideal

The formulation of the legislation could be perfected with very little effort. This will only be achieved if the executives of the Association accept that the legislation which governs the very nature of the games, and how these games should be played and controlled should not be subject to annual change

If the playing rules of any game are changed annually, and at the whim of unrepresentative groups within the Association, the inevitable results are serious structural damage and mutation

The presentation of the legislation in a separate part of the Official Guide was a very important decision for it gave a place of prominence and importance to the playing rules never accorded to them before

The publication of separate booklets containing the Rules of Play for Hurling and Football while not new, nor as perfect as they should be, is another important step in the right direction of providing rules which are easy to read, remember and apply. This edition provides the players, managers, coaches and spectators and, hopefully, the Press with that section of the playing rules which, as an absolute minimum, they should be perfectly familiar

The process of legislation was fragmented in a way which will inevitably lead to motions from one channel getting preference on Congress Agenda. This preferential treatment of motions was a source of contention in 1975, and will return again unless the system for vetting motions on the playing rules (at least) is radically changed

The Experimental Rules policy is threatening the very nature of our indigenous form of football, and seems determined to change gaelic football into Australian Football to facilitate the Compromise Rules game and 'international' football

Hurling is not under the same or any pressure to copy shinty. There has not been any policy to adopt any of the Rules of Play of shinty. The annual internationals between the shinty Association at home and in Scotland do not pose a threat to either game

The absence of a rule requiring hurlers of any age to wear proper head protection is a matter of some concern to many people within the Association. Not the least of these are parents of young hurlers who are at identifiable risks of serious injury when not wearing a proper head protector. Concern has been expressed by the courts, and some education authorities require schools to equip their hurlers with head protectors. In contrast, the Canadian Lacrosse Association (C L A) requires *all* male players to wear a helmet and face mask which complies with the C L A standards, as well as other safety equipment such as glasses and throat guards.

The survival of gaelic football will depend on the Association adopting a philosophy of legislation which has as one of its basic tenets the preservation of our native game of football. The Compromise Rules game will also remain a threat to the survival of our native game unless the Association decides to treat it as an entirely different game with its own playing rules.

The repeated attempts to eliminate the skills of the open handpass, the solo-run,⁷⁸ the traditional foot lift, and the kick off the ground do not have a philosophical underpinning. The policy of copying should be replaced by a philosophy based on a conviction that our games are cultural icons which we have a duty as well as a legal obligation to preserve and cultivate rather than dissipate or, indeed, denigrate.

The rules are the game, and if the structural rules and skills are changed, the game is also changed. To argue otherwise is to ignore the lessons of history.

⁷⁸ The solo-run is a unique skill of gaelic football that is reputed to have been invented by Scan Lavin, a Co. Mayo player, who popularised this skill in 1924. In addition to the original alternate toe-taps (of the ball from the foot to the hand), other forms of the skill have been developed, and legislated for in the Rules of Play. If the player has not caught the ball, he may solo-run by making a series of bounces with one or both hands, he may solo-run without using the bounce (recommended for heavy or wet ground) or he may play the ball along the ground.

When carrying the ball in his hands in a solo-run, the player may not hold the ball in his hands for more than four steps or the time required to take four steps.

**TOWARDS A PHILOSOPHY
FOR
LEGISLATION IN GAELIC GAMES**

(APPENDIX 2)

PART 2

**THE EARLY PLAYING RULES OF OTHER SIMILAR
FOOTBALL AND BALL AND STICK GAMES**

[The recent playing rules of some similar games have been included for purposes of comparison where relevant]

CONTENTS

- 1 Hurling as played in Cornwall and Devon 16th 17th century
Hurling to goales (modern version)
- 2 Hurling to the countrie (modern version)
Hurling to goales (original text)
Hurling to the countrie (original text)
- 3 GAA The Laws of Hurling 18 June, 1887
- 4 Camanacht (Hurling) Rules, from *The Southern Cross*, Buenos Aires, 1900
- 5 American Football – Playing Rules 1872
- 6 Association Football – Playing Rules 1863
- 7 Association Football – Playing Rules 1997
- 8 Australian Rules Football
Rules of Melbourne Football Club 1859
- 9 Melbourne Rules of Football 1860
- 10 Victorian Rules of Football 1866
- 11 Victorian Rules of Football 1874
- 12 First Rules of Victorian Football Association 1877
- 13 South Australian Rules 1877
- 14 Laws of the Australasian Game of Football 1883
- 15 Laws of the Australian Game of Football 1895
- 16 Laws of the Australasian Game of Football 1897
- 17 Laws of Australian Football 1997
- 18 Hockey Rules 1875
- 19 Lacrosse Laws of Lacrosse 1868
- 20 Laws of Lacrosse 1909
- 21 Canadian Lacrosse Association Box Lacrosse 1997
- 22 Rugby Union
Laws of Rugby Football Union 1871 (From first set of laws)
- 23 Laws of Rugby Football Union 1889–'90
- 24 Laws of Rugby Football Union 1895
- 25 Shinty Leabhar Comunn nam Fìor Gha'e'l 1871
Playing Rules of Shinty 1871
- 26 Glasgow Society Rules of Shinty 1875
- 27 Shinty Association Playing Rules 1877
- 28 Argyllshire Playing Rules of Shinty 1880
- 29 Camanachd Association Playing Rules of Shinty 1893
- 30 Camanachd Association Revised Playing Rules 1894
- 31 Camanachd Association Revised Playing Rules 1895
- 32 Camanachd Association Playing Rules 1902–'03
- 33 Camanachd Association Playing Rules 1996–'97

PICTURE OF RICHARD CAREW ESQUIRE. 1586.



RICHARD CAREW ESQUIRE

Author of the Survey of Cornwall

Printed by J. Sturges, at the Sign of the Gun, in St. Dunstons Church-yard, London.

W. Sturges, Printer, St. Dunstons Church-yard, London.

LETTER AUTHENTICATING DATE OF FIRST
PUBLICATION OF A SURVEY OF CORNWALL
BY RICHARD CAREW, 1602.

The Survey of Cornwall was published first in 1602

"It was" republished in 1723 when there was prefixed to it
a "life of the author by H*** C****" a
catchpenny device to delude the world into the belief that
it was the composition of a member of the
family of Carew, but it was in reality a dull composition
by Pierre des Marzeaux. The Survey and the life were
reissued in 1760, and again with notes by Thomas Fonken in 1811

"The Epistle concerning the Excellencies of the English
Tongue appeared in the second edition of Camden's
Remains, 1605, and was reprinted with the
1723 and 1769 editions of the Survey of Cornwall

See the mention of Shakespeare's name

on page 13

in Leslie Stephen's Biographical

Dictionary under

Carew

91423
C111

HURLING IN CORNWALL AND DEVON

16th and Early 17th Century

In *The first Booke of The Survey of Cornwall* written by Richard Carew in 1602, he describes two forms of Hurling played in Cornwall and Devon in the 16th and in the early 17th century. One of these forms of hurling was known as *HURLING TO GOALES* and was played on a field about 200 to 240 yards long with the goals at either end which were 8 to 10 feet apart. The other form of Hurling was *HURLING TO THE COUNTRIE* in which game two, three or more Parishes of the East or the South quarter would hurl against as many other Parishes of the West and North. The following playing rules and laws of these games have been extracted from Carew's descriptions of them. As much of the original text as possible has been retained to facilitate an easy reading, and modern terms have been used to describe what was obviously intended in the original text. In addition, the relevant pages from Carew's book are reproduced as closely as possible to the original following this interpretation.

HURLING

Hurling gets its name from throwing the ball, and is of two sorts. In the East parts of Cornwall, to goales, and in the West, to the countrey.

1. HURLING TO GOALES

For hurling to goales, there are 15, 20 or 30 players more or less chosen out of each side, who strip themselves to their underwear and then join hands in rank one against another. Out of these ranks they match themselves in paires, one embracing another, & so pass away. Each one in each couple is specially to watch an other during the play.

After this, they pitch two bushes in the ground, some eight or ten feet apart, and directly against them, 200 or 240 yards away another pair of bushes the same distance apart which they call their Goales. One of these is selected by lots to the one side, and the other to the opponents.

To guard the goals, a couple of the best stopping hurlers are assigned, the rest of the players draw into the middle between the goals where some indifferent person [neutral] throws up the ball, and whosoever can catch, and carry through his adversary's goale have won the game. But therein consists a *Herculean Task*. For he that is once possessed of the ball, has his contrary mates [opposite number] waiting at inches and trying to lay hold of him. The player in possession thrusts his opponent in the chest with closed fist to keep him off – which they call **Butting**. A well delivered Butt is a symbol of manhood.

If he escapes the first, another takes him in hand and so a third, and he is not left, until having met (as they Frenchman says) *chasseur a son pied*, he either touch the ground with some part of his body, in wrestling or cry, **Hold**, which is the word for yielding. Then he must cast the ball (named **Dealing**) to some one of his fellows who

catching it in his hand, makes off with it, and if his hap [hop?] or agility be so good as to shake off or outrun his counter-wayters [opponents], at the goale, he finds one or two fresh men ready to receive and keep him off. It is therefore a very uneven match or extraordinary accident that allows many goales. The best reputation is won by the side which gives most falls in the hurling, keeps the ball longest, and presses his opponent nearest to his own goales.

Sometimes one chosen player on each party casts the ball [i.e. after calling "Hold"] a free throw is given and is taken by a selected player]

LAWS OF HURLING

The hurlers are bound to the observation of many laws such as -

- They must hurl man to man
- Two are not to set against one man at once
- The Hurler against the ball [the tackler] must not **butt** [strike his opponent in the chest with the fist], nor *hand-fast under the girdle*
- The player in possession may only **butt** in the other's chest
- He must **deale** [pass] no *Fore-ball*, viz. he must not throw it to any of his mates standing nearer the goale than himself [Forward pass not allowed]
- Lastly in **dealing** [passing] the ball, if any of the other party [opponents] can catch it flying between, or before the other have it fast [caught], he hereby winneth the same to his own side, which straightaway becomes an attacker [rather than defender], as the other assailant [attacker] becomes a defender

The least breach of these laws, the Hurlers take for a just cause of going together by the ears [boxing?], but with their fists only, neither does any among them seek revenge for such wrongs or hurts, but at the like play again.

These hurling matches are mostly used at weddings, where commonly the ghests [guests] undertake to encounter all comers [The guests versus the rest]

2. HURLING TO THE COUNTRY

Hurling to the *Country*, is more diffuse and confused, as bound to few of these orders [Rules]

Some two or more Gentlemen usually make this match, appointing that on such a Holy Day, they will bring to such an indifferent place [neutral venue], two, three or more Parishes of the East or South quarter, to hurl against as many other [Parishes] of the West or North.

Their goales are either those gentlemen's houses, or some towns or villages three or four miles assunder, which either side chooses, depending on which is the nearest to their dwellings.

When they meet, there is neither comparing of numbers, or matching of men.

A silver ball is cast up, and that company which can catch, and carry it by force or slight [craft or skill] to their place assigned, gaineth the ball and victory.

Whosoever grabs the ball, finds himself generally pursued by the adverse party, neither will they leave till (without all respects) he has been laid flat on Gods deare earth which fall once received, disableth him from any longer detaining the ball [when brought down he must play the ball away]. He therefor throws the ball - (with like hazard [risk] of [it being] intercepted - as in other hurling) to someone of his fellows furthest away from him, who makes off with the ball in like manner. Those

who see where the ball is played advise their team mates by crying *Ware East, Ware West, etc* as the same [the ball] is carried

The Hurlers take their next way over hilles, dales, hedges, ditches, yea and through bushes, briars, mires, plashes and rivers whatsoever so you shall sometimes see 20 or 30 lie tugging together in the water, scrambling and scratching for the ball A play (verily) both rude & rough, and yet such as is not destitute of policies [without plans] in some sort resembling the feats of war, for you shall have companies laid out before on the one side to encounter them that come with the ball, and the other party to succor them [help] in manner of a *fore-ward*

Again other troups lie hovering on the sides, like wings to help or stop their escape and where the ball itself goes, it resembles the joining of two main battles The slow-footed who lag behind, supply the show of a *rere-ward*

Yes – there are horseman placed also on either party, [as if it were an ambush] and ready to ride away with the ball, if they can catch it at advantage

But they must not so steal the palme For gallop any one of them never so fast yet he shall be surely met at some hedge corner, cross-lane, bridge, or deep water, which (by casting the Countrie) [reconnoitring] they know he must needs pass by, and if his good fortune guard him not the better, he is like to pay the price of his theft with his own and his horse being overthrown to the ground

Sometimes the whole company runneth with the ball, seven or eight miles out of the direct way [to the opposing goals] which they should keep

Sometimes a footman getting it by stealth, the better to escape unespied [unseen] will carry the ball backwards and so, at last, get to the ball by a windlace Which once known to be won all that side flock thither with great jolity, and if the same be a Geltleman's house, they give him the ball for a *Trophee*, and the drinking out of his Beer to boote

The ball in this play may be compared to an infernal spirit For whosoever catcheth it, behaves straightaway like a madde man, struggling and fighting with those that go about to hold him And no sooner is the ball gone from him, he resigneth this fury [the madness leaves him] to the next receiver, and himself becometh peacable as before

The firft Booke

Hurling Hurling taketh his denomination from throwing of the ball, and is of two forts, in the Eaft parts of *Cornwall*, to goales, and in the Weft, to the countrey

Hurling to goales For hurling to goales, there are 15 20 or 30 players more or leffe, chofen out on each fide, who ftrip them-felues into their fhighteft apparel, and then ioyne hands in ranke one againft another Out of thefe ranks they match themfelues by payres, one embracing another, & fo paffe away euery of which couple, are fpecially to watch one another during the play

After this, they pitch two bufhes in the ground, fome eight or ten foote afunder, and directly againft them, ten or twelue fcore off, other twayne in like diftance, which they terme their Goales One of thefe is appoynted by lots, to the one fide, and the other to his aduerfe party There is affigned for their gard, a couple of their beft stopping Hurlers, the refidue draw into the midft betweene both goales, where fome indifferent perfon throweth vp a ball, the which whofoeuer can catch, an cary through his aduerfaries goale, hath wonne the game But therein confifteth one of *Hercules* and his labours for he that is once poffeffed of the ball, hath his contrary mate waiting at inches, and affay-ing to lay hold upon him The other trufteth him in the breaft, with his clofed fift, to keepe him off, which they call Butting, and place in weldoing the fame, no finall poynt of manhood

If hee efcape the firft, another taketh him in hand, and fo a third, nayehter is hee left, vntill hauing met (as the Frenchman fayer) *Chauffeur a fon pied*, hee eyther tough the ground with fome part of his bodie, in wraftling or cry, Hold, which is the word of yeelding Then muft he caft the ball (named Dealing) to fome one of his fellowes, who catching the fame in his hand, maketh away withall as before, and if his hap or agility bee fo good, as to fhake off or outrunne his counter-wayters, at the goale, hee findeth one or two frefh men, readie to receiue and keepe him off It is therefore a very difaduantageable match, or extraordinary accident, that leefeth many goales howbeit, that fide carryeth away beft reputation, which gueth moft falles in the hurling, keepeth the ball longeft, and preffeth his contrary neereft to their owne goale Sometimes one chofen perfon on eche party dealeth the ball

The Hurlers are bound to the obferuation of many lawes, as, that they muft hurle man to man, and not two fet vpon one man at once that the Hurler againft the ball, muft not *but*, nor hand-faft vnder girdle that hee who hath the ball, muft *but* onely in the others breaft that he muft deale no Fore-ball, viz he may not throw it to any of his mates, ftanding neerer the goale, then himfelfe. Laftly, in dealing the ball, if any of the other part can catch it flying between, or e're the other haue it faft, he thereby winneth the fame to his fide, which ftraightway of defendant becommeth affailant, as the other, of affailant falls to be defendant The leaft breach of thefe

The firft Booke

lawes, the Hurlers take for a iuft caufe of going together by the eares, but with their fifts onely, neither doth any among them feele reuenge for fuch wrongs or hurts, but at the like play againe. Thefe hurling matches are moftly vfed at weddings, where commonly the ghefts vndertake to encounter all commers

*Hurling
to the
countrie*

The hurling to the Countrey, is more diffufe and confufe, as bound to few of thefe orders. Some two or more Gentlemen doe commonly make this match, appointing that on fuch a holyday, they will bring to fuch an indifferent place, two, three, or more parifhes of the Eaft or South quarter, to hurle againft fo many other, of the Weft or North. Their goales are either thofe Gentlemens houfes, or fome townes or villages, three or foure miles afunder, of which either fide maketh choice after the neerneffe to their dwellings. When they meet, there is neyther comparing of numbers, nor matching of men, but a filuer ball is faft vp, and that company, which can catch, and cary it by force, or fleight, to their place affigned, gaineth the ball and victory. Whofoeuer getteth feizure of this ball, findeth himfelfe generally purfued by the aduerfe party, neither will they leaue, till (without all refpects) he be layd flat on Gods deare earth, which fall once receiued, difableth him from any longer detayning the ball. hee therefore throweth the fame (with like hazard of intercepting, as in the other hurling) to fome one of his fellows, fardeft before him, who maketh away withall in like maner. Such as fee where the ball is played, giue notice thereof to their mates, crying, Ware Eaft, Ware Weft, &c. as the fame is carried.

The Hurlers take their next way ouer hilles, dales, hedges, ditches, yea, and thorow bufhes, briers, mires, playhes and riuers whatfoeuer, fo as you fhall fometimes fee 20 or 30 lie tugging together in the water, fcrambing and fcratching for the ball. A play (verily) both rude & rough, and yet fuch, as is not deftitute of policies, in fome fort refembling the feats of warre. for you fhall haue companies layd out before, on the one fide, to en-counter them that come with the ball, and of the other party to fuccor them, in maner of a fore-ward. Again, other troups lye houering on the fides, like wings, to helpe or ftop their efcape. and where the ball it felfe goeth, it refembleth the ioyning of the two mayne battels. the floweft footed who come lagge, fupply the fhowe of a rere-ward. yea, there are horfemen placed alfo on either party (as it were in ambufh) and ready to ride away with the ball, if they can catch it at aduantage. But they may not fo fteale the palme. for gallop any one of them neuer fo faft, yet he fhall be furely met at fome hedge corner, croffe-lane, bridge, or deep water, which (by cafting the Countrey) they know he muft needs touch at. and if his good fortune gard him not the better, hee is like to pay the price of his theft, with his owne and his horfes ouerthrowe to the ground. Sometimes, the whole company runneth with the ball, feuen or eight miles out of the direct way, which they fhould keepe. Sometimes a foote-man

The Suruey of Cornwall

The firft Booke

getting it by *ftealth*, the better to *fcape* vnefpied, will carry the fame quite backwards, and *fo*, at laft, get to the goale by a windlace which once knowne to be wonne, all that *fide* flocke thither with great iolity and if the fame bee a Gentlemans houfe, they giue him the ball for a *Trophee*, and the drinking out of his Beere to boote

The ball in this play may bee compared to an infernall fpirit for whofoeuer catcheth it, fareth *ftraight*-wayes like a madde man, *ftrugling* and fighting with thofe that goe about to holde him and no *fooner* is the ball gone from him, but hee refigneth this fury to the next receiuer, and himfelf becometh peacable af before

V 3

3. Laws of the Gaelic Athletic Association 18th

June 1887

Hurling

(This set of rules published in *THE CELTIC TIMES* June 18, 1887 came to hand since Appendix 1 was published They differ from those sets of rules for hurling published in 1886 and in 1888)

1 The ground for full teams (*21 a-side*) shall be 196 yds long by 140 yds broad, or as near to that size as can be got The ground must be properly marked by boundary lines Boundary lines to be at least 5 yds from the fences *

2 There shall not be less than fourteen or more than twenty-one good players a-side in regular matches

3 There shall be two umpires and a referee Where the umpires disagree, the referee's decision shall be final There shall be a goal umpire at each end of the ground to watch for goals and points The referee shall keep the time and throw up the ball at the commencement of each half

4 The goal posts shall stand at each end, in centre of goal line They shall be twenty-one feet apart, with a cross bar 10 1/2 feet from the ground Besides the goal posts there shall be two upright posts standing in each goal line, twenty-one feet from the goal posts A goal is won when the ball is driven between the goal posts and under the cross bar A point is counted when the ball is driven over the cross bar, or over the goal line within twenty-one feet of either goal posts

5 The captains of the teams shall toss for choice of sides before commencing play, and hurlers shall stand in two lines in the centre of the field, opposite to each other, and catch hands or hurleys across, then separate The referee then throws the ball along the ground between the players, or up high over their heads

6 No player to catch, trip, or puch from behind No player is to bring his hurley intentionally in contact with the person of another player †

7 The time of actual play shall be one hour (unless otherwise arranged) Sides to be changed only at half time

8 When a player drives a ball over the side line, and it does not rebound from the ground into the field of play, it shall be thrown back by the referee or one of the umpires It must be thrown from the point where it crosses the line and at a right angle to the line, and towards a part of the ground opposite the goal When the ball is driven over the goal line, the goalkeeper shall have a free puck from the goals No player on the opposite side to approach nearer than the twenty-one yards line until the ball is struck No player of the strikers side to be further out from his goal than the centre of the field until the ball is struck If the ball is driven over the goal line by a player whose goal line it is it shall count as one point for the opposite side If through the goal it shall count a goal

9 The match shall be decided by the greater number of goals Where no goals are made, or where the goals are equal, the match shall be decided by the greater number of points

10 The ball must not be lifted off the ground with the hand when in play It may be

struck with the hand or kicked It may be caught when off the ground and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it Hitting both right and left is allowable

11 Where the rules are broken, the referee may allow a free puck if he thinks fit In free pucks except the puck from goal, the ball must not be taken in the hand No player on the opposite side to approach nearer than twenty-one yards, until the ball is struck, but if the free puck is allowed nearer than twenty-one yards of the goal line, the opposite players need not stand behind that line

12 If the ball strikes a bystander near the side lines, except the referee or umpires, it shall be considered out of play, and must be thrown in as directed in rule 8 If it occurs near the end line it shall be considered out of play, and must be pucked from goal in the later case the referee may allow one point, if he thinks fit

13 The ball shall be not less than 4 1/2 inches or more than 5 inches in diameter, and shall weigh not less than 7 ounces or more than 10 ounces for regular matches A ball made of cork and woollen thread, and covered with leather, is best

The hurley may be of any pattern fancied by the player

* There is no objection to a larger ground

† For each breach of this rule the referee shall have power to order the offender to stand aside during the match or for any shorter period he may think fit He may also allow a free puck if he sees reason for it When a player is ordered to stand aside, his side cannot substitute another man If a player be hurt and unable to play through any breach of this rule, the referee shall allow his side to take in a man in his place

4. CAMANACHT (HURLING) RULES

Published in *The Southern Cross*, Buenos Aires,
Friday August 17 1900.

Camanacht (the Game of Hurling)

The Rules, plan of the field, and a few general remarks on the play

We have pleasure in giving below the rules of Caman with a plan of the field A few general remarks, by way of introduction, will no doubt be of interest

Caman can be traced back to the days of The Red Branch Knights at least, but it is certain that it is of still greater antiquity The Gaelic Athletic Association has codified the rules of the game, and while preserving its essential traditional features has made it singularly adaptable to modern conditions

In the plan of the field given below [p 782] only one team is placed The placing of the other team is very simple The opposite goal-keeper is of course on his goal *Every other man is side by side with an opposite man* to watch him The "centre fields" are generally selected for swiftness of foot, quickness of eye, and their ideal play is to keep the ball not in the middle but in strategic tacks or zig-zags towards the opposite goal Veteran players always advocate side play

1 – The size of the ground shall not be less than 140 yards or more than 180 yards long, and not less than 84 yards or more than 140 yards broad, and side lines and goal lines shall be either marked with a limed line or cut out of the turf Lines indicating twenty-one yards and fifty yards from the goal lines, and the half-way, shall also be made, and these lines and also each corner of the ground shall be marked by flags A seven yards square shall be marked in front of each goal, having the goalposts at adjacent angles The ball shall be pucked out from within this square

2 – The players shall be seventeen aside in all matches at starting, not more and not less

3 – The Referee shall have power, at his discretion, to permit a substitute to replace a player hurt

4 – In the centre of each goal line shall stand the goals and point posts twenty-one feet apart, with a cross-bar eight feet from ground A goal is scored when a ball passes under cross bar A point is scored when ball passes over bar between posts The point posts to be 16 feet high and 63 feet apart

A goal is scored when the ball is driven by either side between the goal posts, and under the crossbar

A point is scored when the ball is driven by either side over the crossbar or over the goal line between the point posts at any height The ball going directly over the point post shall not count a point

The ball hitting the posts or crossbar and rebounding into the field is still in play

Should the crossbar become broken or displaced, and the ball pass between the posts at a point which, in the opinion of the referee, is below where the crossbar should have been, he shall allow a goal If the point post becomes displaced, and a ball passes inside where the point post would, in the referee's opinion, have been, he shall allow a point

5 – A referee shall be appointed, who shall be provided with a whistle and a copy of the rules. He shall enforce the rules and decide all disputes. *His decisions on questions of fact connected with the match shall be final*, and appeals by players must be made to him at once, otherwise they cannot be entertained. *No appeal can be entertained against a referee's decision on a score*. Should he grant an appeal he shall indicate it by blowing his whistle, but players should particularly note that, as the ball is in play till the whistle sounds, any stoppage of play on their part is at their own risk, for any score made in the event of the whistle not sounding or the appeal being disallowed shall be perfectly valid. On questions of law only appertaining to the interpretation of the rules shall there be the right of appeal. All such appeals must be lodged with the Hon. Sec. of County Committee accompanied by a fee of 10s. In County Championships, or in the case of Inter-County matches, with the sec. of the G. A. A., within 7 days accompanied by a fee of £1, to be forfeited should the appeal be not upheld. *The referee shall keep the time. He shall be the sole authorised timekeeper, and his decision shall be final*. He shall also keep a record of the game, and shall lodge a report of the match, with the names of the players, if any, whom he has disqualified for rough play or misconduct, with the County Hon. Sec. of the Association in inter-county and All-Ireland matches, within seven days of the match. This, especially in regard to rough play, is imperative. The referee shall give his decision in writing to the respective Captains before leaving the ground. There shall be two linesmen appointed by the referee, who shall be provided with flags. Their sole duty (*subject to the decision of the referee*) shall be to decide when and where the ball crosses the side line.

They shall each take one side of the ground, outside the field of play, changing sides at half time, and they shall hold up the flag when and where the ball is out of play.

Linesmen shall be, as far as possible, neutral, and where neutral only, shall call the referee's attention to rough or foul play. There shall be two neutral goal umpires appointed by the referee at each end of the ground. One shall stand outside each post, and their sole duty (*also subject to the referee's decision when they differ*) shall be to watch for goals and points, and decide when the ball is over the goal line.

The ball is in play until the whole ball has passed over the goal line or side line.

No person other than the referee and players shall be allowed on the field of play during the game.

6 – The Captains of the teams shall toss for choice of sides before commencing play, and the hurlers (with the exception of the respective goal-keepers) shall stand in two lines in the centre of the field opposite to each other and catch hands or hurleys across, and then separate. The referee shall throw the ball *along the ground between the players, not up high over their heads*.

7 – Pushing, tripping, kicking, catching, holding, or jumping at a player, or butting with the head shall be deemed foul. No player shall be charged from behind, and no player shall be charged or in any way interfered with except he be in the act of playing the ball. No player shall bring his hurley intentionally in contact with the person of another player. The penalty for each breach of this rule shall be a free puck. In the case of rough or dangerous play the referee shall also caution the player or players, and should the offence be repeated, or in the case of violent conduct or improper language, without any previous caution, the referee shall, at his discretion, also rule the

offender or offenders out of play, and report him or them to the County Committee in County Championships, or Central Council in All-Ireland matches. No player, once ordered off the ground, by the referee, shall under any circumstances be permitted to again join in the game. Any player lifting his hand or hurley to strike or threaten another player, or use irritating language to players or officials, shall be also at once ordered off the ground. If he refuses to leave when ordered, the referee shall award the match to the opposite team. Retaliation in this case shall entail disqualification.

Tripping is throwing, or attempting to throw, an opponent by using the legs, or by stooping in front or behind them, putting the leg from behind another player for the purpose of getting the ball, and thus throwing him, shall be deemed tripping. Holding includes the obstruction of a player by the hand or arm.

8 – The time of actual play shall be one hour, sides to be changed only at half time. The referee shall be empowered to allow time for delays. He shall also have power to terminate the game whenever by reason of darkness, interference of spectators, or other cause, he may think fit. If necessary, he shall extend time of play to permit a free puck or forfeit puck being taken.

9 – When a free puck is given, the players may be in any part of the field they like, provided the striker's opponents stand twenty-one yards from the ball on every side until it is touched. In any free puck, except the free puck from the goal, the ball can be struck in two ways only. 1 Strike the ball on the ground. 2 Lift the ball with the hurley and strike it off hurley. The ball cannot be taken into the hand when lifted with the hurley in a free puck, though lawful in all other cases.

10 – When a player drives the ball over the side line, it shall be a free puck on the ground to the opposite side at the point where the ball crosses the line. No player on the opposite side to approach nearer than 10 yards until the ball is touched, and no score can be made unless the ball be played by another player other than the striker.

11 – When the ball is driven over the goal line by the opposite side it shall be pucked out by any of the defending side from within a seven yards' square in front of the goal, having the goal posts at adjacent angles. No player of the opposite side to approach nearer than twenty-one yards' line until the ball is pucked. The referee shall be empowered to allow time for deliberate delay in pucking out from goal. If the ball be played across the goal line outside the point posts, by a player whose goal line it is, no matter in what direction the ball was previously travelling, the opposite side shall have a free puck, from a point on the fifty yards line directly opposite where the ball crossed the goal line. Should the ball be played through the goal by one of the defending side it shall count a goal, if through the points, it shall count a point to the opposite side.

12 – The match shall be decided by the greater number of points. A goal shall be equal to three points.

13 – The ball must not be lifted off the ground with the hand when in play. It may be struck with the hand or kicked. It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it.

14 – When the rules are broken the referee shall allow a free puck. In free pucks, except the puck from the goal, the ball must not be taken in the hand. No player on the opposite side to approach nearer than twenty-one yards until the ball is touched, but if the free puck is allowed nearer than twenty-one yards of the goal line, the opposite

players need not stand behind that line

15 – If the ball strikes a bystander near the side lines, except the referee, it shall be considered out of play, and must be pucked in as directed in Rule 10. If it occurs at the goal line, it shall also be considered out of play, and must be pucked from the goal. In the latter case, the referee may allow a point or a goal or a fifty yards' puck if he considers that the ball would have passed through either the goal or the point space but for having been stopped, or that the ball would have crossed the end line.

16 – The ball shall not be less than four and a half inches, or more than five inches in diameter, and shall weigh not less than seven ounces, or more than ten ounces, for regular matches. A ball made of cork and woollen thread, and covered with leather, is best.

17 – A team leaving the field before the termination of the contest in which it is engaged, and without the sanction of the referee, shall forfeit the match.

18 – At the commencement of the game it shall be the duty of the referee to see that no nails, spikes, or iron tips are on the boots of the players. Any player infringing this rule shall be ordered off the ground. If bars or studs on the soles of boots are used they shall not project more than half an inch, and shall have all their fastenings driven in flush with the leather, and in no case shall they be conical or pointed. Any infringement of this rule shall lead to the disqualification of the player, and the referee shall prohibit him from taking any part in the game. It is not necessary for a referee to have an appeal made to him before putting this rule in force.

19 – Any player threatening or insulting the referee shall be suspended for not less than three months, and his whole team shall be liable to disqualification at the discretion of the County Committee or the Central Council.

20 – Every club shall be held responsible for the conduct of its players. Officials and members of clubs shall take all possible precautions to prevent spectators threatening or assaulting referees, officials, or players, during or after matches.

PLAN OF HURLING GROUND AND PLACING OF TEAM

Railing or enclosure 10 yards from goal lines, 5 yards from side lines

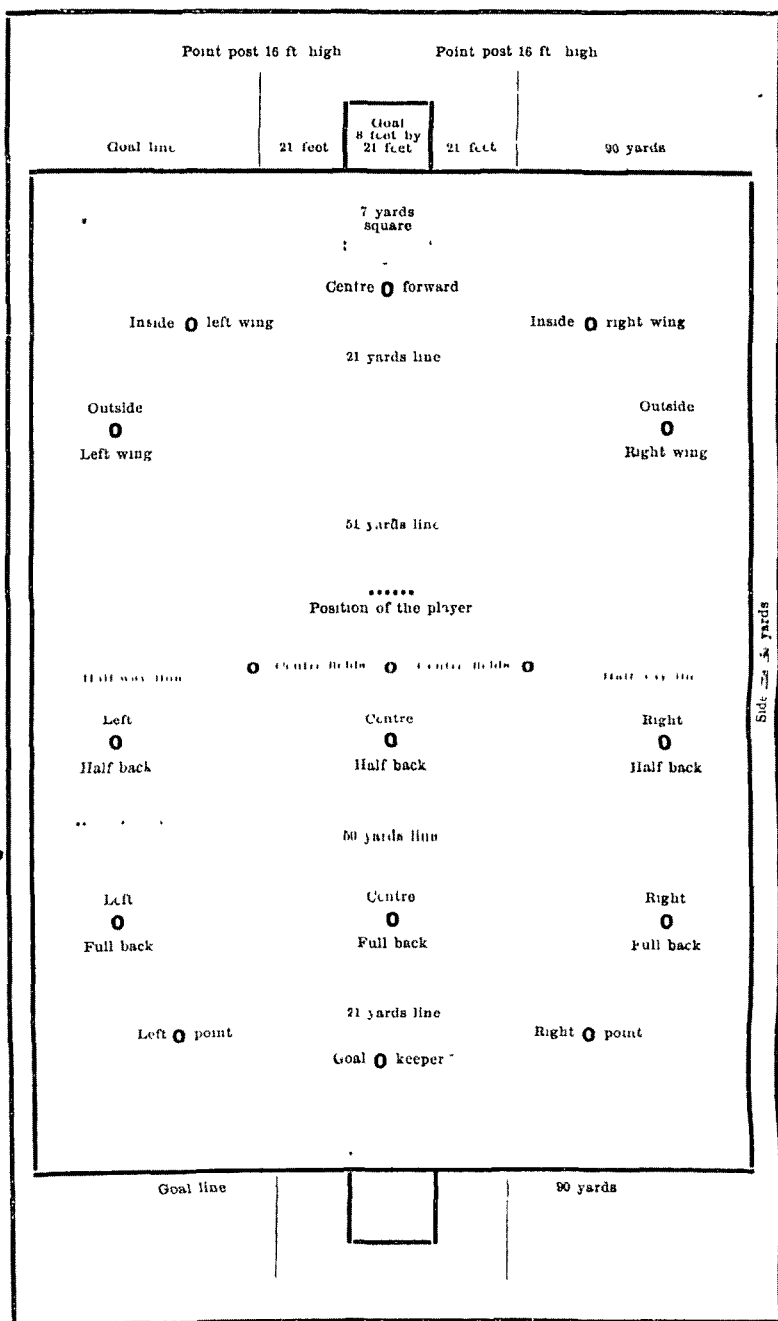


Diagram 3

5. RULES OF AMERICAN FOOTBALL 1872.

‘differing somewhat in rules from that played here’ (from the Irish Sportsman, 28 December 1872)

- (1) Ground must be at least 360 feet long and 225 feet wide
- (2) Goal must be eight paces
- (3) Each side shall number twenty players
- (4) To win a game five out of nine goals are necessary
- (5) No throwing or running with the ball, if either, it is a foul ball, and it then must be thrown perpendicularly in the air by the side causing the foul
- (6) No holding the ball, or free kicks allowed
- (7) A ball passing beyond the boundary by the side of the goal shall be kicked on from the boundary by the side who has that goal
- (8) A ball passing beyond the limit on the side of the field shall be kicked on horizontally to the boundary by the side which kicked it out, the players not being compelled to stand on their own side, but allowed to hold any position in the field they see fit
- (9) No tripping or holding of players
- (10) The winner of the first toss has the choice of position
- (11) The ball must be started ten paces from the goal, and each side must stand back of the line which is ten paces from their goal The ball can be babied on the start
- (12) There shall be four judges and two referees

A rudimentary type of football similar to that described by C B Barrington at the start of his undergraduate career in Trinity in 1867 was played at Cornell University in 1871 (The Dark Blue, vol 1 [1871] p 319)

6. ASSOCIATION FOOTBALL

F.A. RULES 1863

"It was not without more than one resignation that the F A rules were eventually agreed upon and published in Dec 1863 Here they are "

- 1 The maximum length of the ground shall be 200 yards, the maximum breadth shall be 100 yards, the length and breadth shall be marked off with flags, and the goals shall be defined by two upright posts, 8 yards apart, without any tape or bar across them
- 2 The winners of the toss shall have the choice of goals The game shall be commenced by a place-kick from the centre of the ground by the side losing toss The other side shall not approach within 10 yards of the ball until it is kicked off
- 3 After a goal is won, the losing side shall kick off, and goals shall be changed
- 4 A goal shall be won when the ball passes between the posts or over the space between the posts (at whatever height), not being thrown, knocked on, or carried
- 5 When the ball is in touch, the first player who touches it shall throw it from the point on the boundary-line where it left the ground in a direction at right angles with the boundary-line, and it shall not be in play until it has touched the ground
- 6 When a player has kicked the ball, any one of the same side who is nearer the opponents' goal-line is out of play, and may not touch the ball himself nor in any way whatever prevent any other player from doing so until the ball has been played, but no player is out of play when the ball is kicked from behind the goal-line
- 7 In case the ball goes behind the goal-line, if a player on the same side to whom the goal belongs first touches the ball, one of his side shall be entitled to a free-kick from the goal-line at the point opposite the place where the ball shall be touched If a player of the opposite side first touches the ball, one of his side shall be entitled to a free-kick (but at the goal only) from a point 15 yards from the goal-line opposite the place where the ball is touched, the opposite side shall stand behind the goal-line until he has had his kick
- 8 If a player makes a fair catch,* [sic] he shall be entitled to a free kick, provided he claims it by making a mark with his heel at once, and in order to take such a kick he may go as far back as he pleases, and no player on the opposite side shall advance beyond his mark until he has kicked
- 9 No player shall carry the ball

- 10 Neither tripping nor hacking shall be allowed, and no player shall use his hands to hold or push an adversary
- 11 A player shall not throw the ball or pass it to another
- 12 No player shall take the ball from the ground with his hands while it is in play under any pretence whatever
- 13 A player shall be allowed to throw the ball or pass it to another if he made a fair catch or catches the ball on the first bounce
- 14 No player shall be allowed to wear projecting nails, iron plates or gutta percha on the soles or heels of his boots

7. FIFA FEDERATION INTERNATIONAL DE FOOTBALL ASSOCIATION LAWS OF THE GAME – 1997

Notes on The Laws of the Game

Modifications

Subject to the agreement of the national association concerned and provided the principles of these laws are maintained, the Laws may be modified in their application for matches for players of under 16 years of age, for women footballers and for veteran footballers (over 35 years)

Any or all of the following modifications are permissible

- size of the field of play
- size, weight and material of the ball
- width between the goalposts and height of the crossbar from the ground
- the duration of the periods of play
- number of substitutions

Further modifications are only allowed with the consent of the International Football Association Board

Male and Female

References to the male gender in the Laws of the Game in respect of referees, assistant referees, players and officials are for simplification and apply to both males and females

Key

Throughout the Laws of the Game the following symbols are used

* Unless covered by the Special Circumstances listed in Law 8 – The Start and Restart of Play

| Single line indicates new Law changes

|| Double line indicates former International F A Board Decisions which are now included in the Laws

LAW 1 – THE FIELD OF PLAY

Dimensions

The field of play must be rectangular The length of the touch line must be greater than the length of the goal line

Length minimum 90 m (100 yds) maximum 120 m (130 yds)

Width minimum 45 m (50 yds) maximum 90 m (100 yds)

International Matches

Length minimum 100 m (110 yds) maximum 110 m (120 yds)

Width minimum 64 m (70 yds) maximum 75 m (80 yds)

Field Markings

The field of play is marked with lines These lines belong to the areas of which they

are boundaries

The two longer boundary lines are called touch lines. The two shorter lines are called goal lines.

All lines are not more than 12 cm (5 ins) wide.

The field of play is divided into two halves by a halfway line.

The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of 9.15 m (10 yds) is marked around it.

The Goal Area

A goal area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line, 5.5 m (6 yds) from the inside of each goalpost. These lines extend into the field of play for a distance of 5.5 m (6 yds) and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

The Penalty Area

A penalty area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line, 16.5 m (18 yds) from the inside of each goalpost. These lines extend into the field of play for a distance of 16.5 m (18 yds) and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.

Within each penalty area a penalty mark is made 11 m (12 yds) from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of 9.15 m (10 yds) from each penalty mark is drawn outside the penalty area.

Flagposts

A flagpost, not less than 1.5 m (5 ft high), with a non-pointed top and a flag is placed at each corner.

Flagposts may also be placed at each end of the halfway line, not less than 1 m (1 yd) outside the touch line.

The Corner Arc

A quarter circle with a radius of 1 m (1 yd) from each corner flagpost is drawn inside the field of play.

Goals

Goals must be placed on the centre of each goal line.

They consist of two upright posts equidistant from the corner flagposts and joined at the top by a horizontal crossbar.

The distance between the posts is 7.32 m (8 yds) and the distance from the lower edge of the crossbar to the ground is 2.44 m (8 ft).

Both goalposts and the crossbar have the same width and depth which do not exceed 12 cm (5 ins). The goal lines are the same width as that of the goalposts and the crossbar. Nets may be attached to the goals and the ground behind the goal, provided that they are properly supported and do not interfere with the goalkeeper.

The goalposts and crossbars must be white.

Safety

Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

Decisions of the International F A Board

– Decision 1

If the crossbar becomes displaced or broken, play is stopped until it has been repaired or replaced in position. If a repair is not possible, the match is abandoned. The use of a rope to replace the crossbar is not permitted. If the crossbar can be repaired, the match is restarted with a dropped ball at the place where the ball was located when play was stopped. (See Law 8 – the Start and Restart of Play)

– Decision 2

Goalposts and crossbars must be made of wood, metal or other approved material. Their shape may be square, rectangular, round or elliptical and they must not be dangerous to players.

– Decision 3

No kind of commercial advertising, whether real or virtual, is permitted on the field of play and field equipment (including the goal nets and the areas they enclose) from the time the teams enter the field of play until they have left it at half-time and from the time the teams re-enter the field of play until the end of the match. In particular, no advertising material of any kind may be displayed on goals, nets, flagposts or their flags. No extraneous equipment (cameras, microphones, etc.) may be attached to these items.

– Decision 4

The reproduction, whether real or virtual, of representative logos or emblems of FIFA, confederations, national associations, leagues, clubs or other bodies, is forbidden on the field of play and field equipment (including the goal nets and the areas they enclose) during playing time, as described in Decision 3.

– Decision 5

A mark may be made off the field of play, 9.15 metres (10 yds) from the corner arc and at right angles to the goal lines to ensure that this distance is observed when a corner kick is being taken.

LAW 2 – THE BALL

Qualities and Measurements

The ball is

- spherical
- made of leather or other suitable material
- of a circumference of not more than 70 cm (28 in) and not less than 68 cm (27 in)
- not more than 450 g (16 ozs) in weight and not less than 410 g (14 ozs) at the start of the match
- of a pressure equal to 0.6–1.1 atmosphere (600–1100 g/cm²) at sea level (8.5 lbs/sq in–15.6 lbs/sq in)

Replacement of a Defective Ball

If the ball bursts or becomes defective during the course of a match

- the match is stopped
- the match is restarted by dropping the replacement ball at the place where the first ball became defective* (see page 3)

If the ball bursts or becomes defective whilst not in play at a kick-off, goal kick, corner kick, free kick, penalty kick or throw-in

- the match is restarted accordingly

The ball may not be changed during the match without the authority of the referee *

*This last sentence was changed during the last World Cup – to speed things up and to avoid time wasting a replacement ball was thrown onto the pitch as soon as the match ball went out of play where there would have been a delay in retrieving the original

Decisions of the International F A Board

- Decision 1

In competition matches, only footballs which meet the minimum technical requirements stipulated in Law 2 are permitted for use

In FIFA competition matches, and in competition matches organised under the auspices of the confederations, acceptance of a football for use is conditional upon the football bearing one of the following three designations the official 'FIFA APPROVED' logo, or the official 'FIFA INSPECTED' logo, or the official 'INTERNATIONAL MATCHBALL STANDARD'

Such a designation on a football indicates that it has been tested officially and found to be in compliance with specific technical requirements, different for each category and additional to the minimum specifications stipulated in Law 2 The list of the additional requirements specific to each of the respective categories must be approved by the International F A Board The institutes conducting the tests are subject to the approval of FIFA

National association competitions may require the use of balls bearing any one of these three designations

In all other matches the ball used must satisfy the requirements of Law 2

- Decision 2

In FIFA competition matches and in competition matches organised under the auspices of the confederations and national associations, no kind of commercial advertising on the ball is permitted, except for the emblem of the competition, the competition organiser and the authorised trademark of the manufacturer The competition regulations may restrict the size and number of such markings

LAW 3 – THE NUMBER OF PLAYERS

Players

A match is played by two teams, each consisting of not more than eleven players, one of whom is the goalkeeper A match may not start if either team consists of fewer than seven players

Official Competitions

Up to a maximum of three substitutes may be used in any match played in an official

competition organised under the auspices of FIFA, the confederations or the national associations

The rules of the competition must state how many substitutes may be nominated, from three up to a maximum of seven

Other Matches

In other matches, up to five substitutes may be used, provided that

- the teams concerned reach agreement on a maximum number,
- the referee is informed before the match

If the referee is not informed, or if no agreement is reached before the start of the match, no more than three substitutes are allowed

All Matches

In all matches the names of the substitutes must be given to the referee prior to the start of the match. Substitutes not so named may not take part in the match

Substitution Procedure

To replace a player by a substitute, the following conditions must be observed

- the referee is informed before any proposed substitution is made
- a substitute only enters the field of play after the player being replaced has left and after receiving a signal from the referee
- a substitute only enters the field of play at the halfway line and during a stoppage in the match
- a substitution is completed when a substitute enters the field of play
- from that moment, the substitute becomes a player and the player he has replaced ceases to be a player
- a player who has been replaced takes no further part in the match
- all substitutes are subject to the authority and jurisdiction of the referee, whether called upon to play or not

Changing the Goalkeeper

Any of the other players may change places with the goalkeeper, provided that

- the referee is informed before the change is made
- the change is made during a stoppage in the match

Infringements/Sanctions

If a substitute enters the field of play without the referee's permission

- play is stopped
- the substitute is cautioned, shown the yellow card and required to leave the field of play
- play is restarted with a dropped ball at the place it was located when play was stopped

If a player changes places with the goalkeeper without the referee's permission before the change is made

- play continues
- the players concerned are cautioned and shown the yellow card when the ball is next out of play

For any other infringement of this Law

- the players concerned are cautioned and shown the yellow card

Restart of Play

If play is stopped by the referee to administer a caution

- the match is restarted by an indirect free kick, to be taken by a player of the

opposing team from the place where the ball was located when play was stopped

Players and Substitutes Sent Off

A player who has been sent off before the kick-off may be replaced only by one of the named substitutes

A named substitute who has been sent off, either before the kick-off or after play has started, may not be replaced

Decisions of the International F A Board

– Decision 1

Subject to the overriding condition of Law 3, the minimum number of players in a team is left to the discretion of national associations. The Board is of the opinion, however, that a match should not continue if there are fewer than seven players in either team

– Decision 2

The coach may convey tactical instructions to the players during the match. He and the other officials must remain within the confines of the technical area, where such an area is provided, and they must behave in a responsible manner

LAW 4 – THE PLAYERS' EQUIPMENT

Safety

A player must not use equipment or wear anything which is dangerous to himself or another player (including any kind of jewellery)

Basic Equipment

The basic compulsory equipment of a player is

- a jersey or shirt
- shorts – if thermal undershorts are worn, they are of the same main colour as the shorts
- stockings
- shinguards
- footwear

Shinguards

- are covered entirely by the stockings
- are made of a suitable material (rubber, plastic or similar substances)
- provide a reasonable degree of protection

Goalkeepers

- each goalkeeper wears colours which distinguish him from the other players, the referee and the assistant referees

Infringements/Sanctions

For any infringement of this Law

- play need not be stopped
- the player at fault is instructed by the referee to leave the field of play to correct his equipment
- the player leaves the field of play when the ball next ceases to be in play, unless he has already corrected his equipment
- any player required to leave the field of play to correct his equipment does not re-enter without the referee's permission

- the referee checks that the player's equipment is correct before allowing him to re-enter the field of play
 - the player is only allowed to re-enter the field of play when the ball is out of play
- A player who has been required to leave the field of play because of an infringement of this Law and who enters (or re-enters) the field of play without the referee's permission is cautioned and shown the yellow card

Restart of Play

If play is stopped by the referee to administer a caution

- the match is restarted by an indirect free kick taken by a player of the opposing side, from the place where the ball was located when the referee stopped the match

LAW 5 – THE REFEREE

The Authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed

Powers and Duties

The Referee

- enforces the Laws of the Game
- controls the match in co-operation with the assistant referees and, where applicable, with the fourth official
- ensures that the ball meets the requirements of Law 2
- ensures that the players' equipment meets the requirements of Law 4
- acts as timekeeper and keeps a record of the match
- stops, suspends or terminates the match, at his discretion, for any infringements of the Laws
- stops, suspends or terminates the match because of outside interference of any kind
- stops the match if, in his opinion, a player is seriously injured and ensures that he is removed from the field of play
- allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured
- ensures that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped
- allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalises the original offence if the anticipated advantage does not ensue at that time
- punishes the more serious offence when a player commits more than one offence at the same time
- takes disciplinary action against players guilty of cautionable and sending-off offences. He is not obliged to take this action immediately but must do so when the ball next goes out of play
- takes action against team officials who fail to conduct themselves in a responsible

ble manner and may, at his discretion, expel them from the field of play and its immediate surrounds

- acts on the advice of assistant referees regarding incidents which he has not seen
- ensures that no unauthorised persons enter the field of play
- restarts the match after it has been stopped
- provides the appropriate authorities with a match report which includes information on any disciplinary action taken against players, and/or team officials and any other incidents which occurred before, during or after the match

Decisions of the Referee

The decisions of the referee regarding facts connected with play are final

- The referee may only change a decision on realising that it is incorrect or, at his discretion, on the advice of an assistant referee, provided that he has not restarted play

Decisions of the International F A Board

– Decision 1

A referee (or where applicable, an assistant referee or fourth official) is not held liable for

- any kind of injury suffered by a player, official or spectator
- any damage to property of any kind
- any other loss suffered by any individual, club, company, association or other body, which is due or which may be due to any decision which he may take under the terms of the Laws of the Game or in respect of the normal procedures required to hold, play and control a match

This may include

- a decision that the condition of the field of play or its surrounds or that the weather conditions are such as to allow or not to allow a match to take place
- a decision to abandon a match for whatever reason
- a decision as to the condition of the fixtures or equipment used during a match including the goalposts, crossbar, flagposts and the ball
- a decision to stop or not to stop a match due to spectator interference or any problem in the spectator area
- a decision to stop or not to stop play to allow an injured player to be removed from the field of play for treatment
- a decision to request or insist that an injured player be removed from the field of play for treatment
- a decision to allow or not to allow a player to wear certain apparel or equipment
- a decision (in so far as this may be his responsibility) to allow or not to allow any persons (including team or stadium officials, security officers, photographers or other media representatives) to be present in the vicinity of the field of play
- any other decision which he may take in accordance with the Laws of the Game or in conformity with his duties under the terms of FIFA, confederation, national association or league rules or regulations under which the match is played

– Decision 2

In tournaments or competitions where a fourth official is appointed, his role and duties must be in accordance with the guidelines approved by the International F A Board

LAW 6 – THE ASSISTANT REFEREES

Duties

Two assistant referees are appointed whose duties, subject to the decision of the referee, are to indicate

- when the whole of the ball has passed out of the field of play
- which side is entitled to a corner kick, goal kick or throw-in
- when a player may be penalised for being in an offside position
- when a substitution is requested
- when misconduct or any other incident has occurred out of the view of the referee

Assistance

The assistant referees also assist the referee to control the match in accordance with the Laws of the Game

In the event of undue interference or improper conduct, the referee will relieve an assistant referee of his duties and make a report to the appropriate authorities

LAW 7 – THE DURATION OF THE MATCH

Periods of Play

The match lasts two equal periods of 45 minutes, unless otherwise mutually agreed between the referee and the two participating teams. Any agreement to alter the periods of play (for example to reduce each half to 40 minutes because of insufficient light) must be made before the start of play and must comply with competition rules.

Half-Time Interval

Players are entitled to an interval at half-time.

The half-time interval must not exceed 15 minutes.

Competition rules must state the duration of the half-time interval.

The duration of the half-time interval may be altered only with the consent of the referee.

Allowance for Time Lost

Allowance is made in either period for all time lost through

- substitution(s)
- assessment of injury to players
- removal of injured players from the field of play for treatment
- wasting time
- any other cause

The allowance for time lost is at the discretion of the referee.

Penalty Kick

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

Extra Time

Competition rules may provide for two further equal periods to be played. The conditions of Law 8 will apply.

Abandoned Match

An abandoned match is replayed unless the competition rules provide otherwise.

LAW 8 – THE START AND RESTART OF PLAY

Preliminaries

A coin is tossed and the team which wins the toss decides which goal it will attack in the first half of the match

The other team takes the kick-off to start the match

The team which wins the toss takes the kick-off to start the second half of the match

In the second half of the match the teams change ends and attack the opposite goal

Kick-off

A kick-off is a way of starting or restarting play

- at the start of the match
- after a goal has been scored
- at the start of the second half of the match
- at the start of each period of extra time, where applicable

A goal may be scored directly from the kick-off

Procedure

- all players are in their own half of the field
- the opponents of the team taking the kick-off are at least 9.15 m (10 yds) from the ball until it is in play
- the ball is stationary on the centre mark
- the referee gives a signal
- the ball is in play when it is kicked and moves forward
- the kicker does not touch the ball a second time until it has touched another player

After a team scores a goal, the kick-off is taken by the other team

Infringements/Sanctions

If the kicker touches the ball a second time before it has touched another player

- an indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred

For any other infringement of the kick-off procedure

- the kick-off is retaken

Dropped Ball

A dropped ball is a way of restarting the match after a temporary stoppage which becomes necessary, while the ball is in play, for any reason not mentioned elsewhere in the Laws of the Game

Procedure

The referee drops the ball at the place where it was located when play was stopped

Play restarts when the ball touches the ground

Infringements/Sanctions

The ball is dropped again.

- if it is touched by a player before it makes contact with the ground
- if the ball leaves the field of play after it makes contact with the ground, without a player touching it

Special Circumstances

A free kick awarded to the defending team inside its own goal area is taken from any point within the goal area

An indirect free kick awarded to the attacking team in its opponents' goal area is taken from the goal area line parallel to the goal line at the point nearest to where the infringement occurred

A dropped ball to restart the match after play has been temporarily stopped inside the goal area takes place on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped

LAW 9 – THE BALL IN AND OUT OF PLAY

Ball Out of Play

The ball is out of play when

- it has wholly crossed the goal line or touch line whether on the ground or in the air
- play has been stopped by the referee

Ball in Play

The ball is in play at all other times, including when

- it rebounds from a goalpost, crossbar or corner flagpost and remains in the field of play
- it rebounds from either the referee or an assistant referee when they are on the field of play

LAW 10 – THE METHOD OF SCORING

Goal Scored

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal

Winning Team

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn

Competition Rules

For matches ending in a draw, competition rules may state provisions involving extra time, or other procedures approved by the International F A Board to determine the winner of a match

LAW 11 – OFFSIDE

Offside Position

It is not an offence in itself to be in an offside position

A player is in an offside position if

- he is nearer to his opponents' goal line than both the ball and the second last opponent

A player is not in an offside position if

- he is in his own half of the field of play or

- he is level with the second last opponent or
- he is level with the last two opponents

Offence

A player in an offside position is only penalised if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play by

- interfering with play or
- interfering with an opponent or
- gaining an advantage by being in that position

No Offence

There is no offside offence if a player receives the ball directly from

- a goal kick or
- a throw-in or
- a corner kick

Infringements/Sanctions

For any offside offence, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred

LAW 12 – FOULS AND MISCONDUCT

Fouls and misconduct are penalised as follows

Direct Free Kick

A direct free kick is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referee to be careless, reckless or using excessive force

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent

A direct free kick is also awarded to the opposing team if a player commits any of the following four offences

- tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
- holds an opponent
- spits at an opponent
- handles the ball deliberately (except for the goalkeeper within his own penalty area)

A direct free kick is taken from where the offence occurred

Penalty Kick

A penalty kick is awarded if any of the above ten offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play

Indirect Free Kick

An indirect free kick is awarded to the opposing team if a player, in the opinion of the

referee, commits any of the following three offences

- plays in a dangerous manner
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his hands

An indirect free kick is also awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following five offences

- takes more than four steps while controlling the ball with his hands, before releasing it from his possession
- touches the ball again with his hands after it has been released from his possession and has not touched any other player
- touches the ball with his hands after it has been deliberately kicked to him by a team-mate
- touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate
- wastes time

The indirect free kick is taken from where the offence occurred

Disciplinary Sanctions

Cautionable Offences

A player is cautioned and shown the yellow card if he commits any of the following seven offences

- 1 is guilty of unsporting behaviour
- 2 shows dissent by word or action
- 3 persistently infringes the Laws of the Game
- 4 delays the restart of play
- 5 fails to respect the required distance when play is restarted with a corner kick or free kick
- 6 enters or re-enters the field of play without the referee's permission
- 7 deliberately leaves the field of play without the referee's permission

Sending-Off Offences

A player is sent off and shown the red card if he commits any of the following seven offences

- 1 is guilty of serious foul play
- 2 is guilty of violent conduct
- 3 spits at an opponent or any other person
- 4 denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- 5 denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
- 6 uses offensive, insulting or abusive language
- 7 receives a second caution in the same match

Decisions of the International F A Board

– Decision 1

A penalty kick is awarded if, while the ball is in play, the goalkeeper, inside his own penalty area, strikes or attempts to strike an opponent by throwing the ball at him

– Decision 2

A player who commits a cautionable or sending-off offence, either on or off the field

of play, whether directed towards an opponent, a team-mate, the referee, an assistant referee or any other person, is disciplined according to the nature of the offence committed

– Decision 3

The goalkeeper is considered to be in control of the ball by touching it with any part of his hand or arms. Possession of the ball includes the goalkeeper deliberately parrying the ball, but does not include the circumstances where, in the opinion of the referee, the ball rebounds accidentally from the goalkeeper, for example after he has made a save

– Decision 4

Subject to the terms of Law 12, a player may pass the ball to his own goalkeeper using his head or chest or knee, etc. If, however, in the opinion of the referee, a player uses a deliberate trick while the ball is in play in order to circumvent the Law, the player is guilty of unsporting behaviour. He is cautioned, shown the yellow card and an indirect free kick is awarded to the opposing team from the place where the infringement occurred

A player using a deliberate trick to circumvent the Law while he is taking a free kick, is cautioned for unsporting behaviour and shown the yellow card. The free kick is retaken

In such circumstances, it is irrelevant whether the goalkeeper subsequently touches the ball with his hands or not. The offence is committed by the player in attempting to circumvent both the letter and the spirit of Law 12

LAW 13 – FREE KICKS

Types of Free Kick

Free kicks are either direct or indirect

For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker does not touch the ball a second time until it has touched another player

The Direct Free Kick

- if a direct free kick is kicked directly into the opponents' goal, a goal is awarded
- if a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

The Indirect Free Kick

Signal

The Referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play

Ball Enters the Goal

A goal can be scored only if the ball subsequently touches another player before it enters the goal

- if an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded
- if an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

Position of Free Kick

Free Kick Inside the Penalty Area

Direct or indirect free kick to the defending team

- all opponents are at least 9.15 m (10 yds) from the ball
- all opponents remain outside the penalty area until the ball is in play
- the ball is in play when it is kicked directly beyond the penalty area
- a free kick awarded in the goal area is taken from any point inside that area

Indirect free kick to the attacking team

- all opponents are at least 9.15 m (10 yds) from the ball until it is in play, unless they are on their own goal line between the goalposts
- the ball is in play when it is kicked and moves
- an indirect free kick awarded inside the goal area is taken from that part of the goal area line which runs parallel to the goal line, at the point nearest to where the infringement occurred

Free Kick Outside the Penalty Area

- all opponents are at least 9.15 m (10 yds) from the ball until it is in play
- the ball is in play when it is kicked and moves
- the free kick is taken from the place where the infringement occurred

Infringements/Sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance

- the kick is retaken

If, when a free kick is taken by the defending team from inside its own penalty area, the ball is not kicked directly into play

- the kick is retaken

Free kicks taken by a player other than the goalkeeper

If, after the ball is in play, the kicker touches the ball a second time (except with his hands) before it has touched another player

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred
- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

Free kick taken by the goalkeeper

If, after the ball is in play, the goalkeeper touches the ball a second time (except with his hands), before it has touched another player

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where

the infringement occurred

- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred

LAW 14 – THE PENALTY KICK

A penalty kick is awarded against a team which commits one of the ten offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play

A goal may be scored directly from a penalty kick

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time

Position of the Ball and the Players

The ball

- is placed on the penalty mark

The player taking the penalty kick

- is properly identified

The defending goalkeeper

- remains on his goal line, facing the kicker, between the goalposts until the ball has been kicked

The players other than the kicker are located

- inside the field of play
- outside the penalty area
- behind the penalty mark
- at least 9.15 m (10 yds) from the penalty mark

The Referee

- does not signal for a penalty kick to be taken until the players have taken up position in accordance with the Law
- decides when a penalty kick has been completed

Procedure

- the player taking the penalty kicks the ball forward
- he does not play the ball a second time until it has touched another player
- the ball is in play when it is kicked and moves forward

When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing between the goalposts and under the crossbar

- the ball touches either or both of the goalposts and/or the crossbar, and/or the goalkeeper

Infringements/Sanctions

If the referee gives the signal for a penalty kick to be taken and, before the ball is in play, one of the following situations occurs

The player taking the penalty kick infringes the Laws of the Game

- the referee allows the kick to proceed
- if the ball enters the goal, the kick is retaken
- if the ball does not enter the goal, the kick is not retaken

The goalkeeper infringes the Laws of the Game

- the referee allows the kick to proceed
- if the ball enters the goal, a goal is awarded
- if the ball does not enter the goal, the kick is retaken

A team-mate of the player taking the kick enters the penalty area or moves in front of or within 9 15 m (10 yds) of the penalty mark

- the referee allows the kick to proceed
- if the ball enters the goal, the kick is retaken
- if the ball does not enter the goal, the kick is not retaken

A team-mate of the goalkeeper enters the penalty area or moves in front of or within 9 15 m (10 yds) of the penalty mark

- the referee allows the kick to proceed
- if the ball enters the goal, a goal is awarded
- if the ball does not enter the goal, the kick is retaken

A player of both the defending team and the attacking team infringe the Laws of the Game

- the kick is retaken

If, after the penalty kick has been taken.

The kicker touches the ball a second time (except with his hands) before it has touched another player

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

The kicker deliberately handles the ball before it has touched another player

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

The ball is touched by an outside agent as it moves forward

- the kick is retaken

The ball rebounds into the field of play from the goalkeeper, the crossbar or the goal-posts, and is then touched by an outside agent

- the referee stops play
- play is restarted with a dropped ball at the place where it touched the outside agent

LAW 15 – THE THROW-IN

A throw-in is a method of restarting play

A goal cannot be scored directly from a throw-in

A throw-in is awarded

- when the whole of the ball passes over the touch line, either on the ground or in the air
- from the point where it crossed the touch line
- to the opponents of the player who last touched the ball

Procedure

At the moment of delivering the ball, the thrower

- faces the field of play
- has part of each foot either on the touch line or on the ground outside the touch

line

- uses both hands
- delivers the ball from behind and over his head

The thrower may not touch the ball again until it has touched another player

The ball is in play immediately it enters the field of play

Infringements/Sanctions

Throw-in taken by a player other than the goalkeeper

If, after the ball is in play, the thrower touches the ball a second time (except with his hands) before it has touched another player

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the thrower deliberately handles the ball before it has touched another player

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred
- a penalty kick is awarded if the infringement occurred inside the thrower's penalty area

Throw-in taken by the goalkeeper

If, after the ball is in play, the goalkeeper touches the ball a second time (except with his hands), before it has touched another player

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred
- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred

If an opponent unfairly distracts or impedes the thrower

- he is cautioned for unsporting behaviour and shown the yellow card

For any other infringement of this Law

- the throw-in is taken by a player of the opposing team

LAW 16 – THE GOAL KICK

A goal kick is a method of restarting play

A goal may be scored directly from a goal kick, but only against the opposing team

A goal kick is awarded when

- the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10

Procedure

- the ball is kicked from any point within the goal area by a player of the defending team

- opponents remain outside the penalty area until the ball is in play
- the kicker does not play the ball a second time until it has touched another player
- the ball is in play when it is kicked directly beyond the penalty area

Infringements/Sanctions

If the ball is not kicked directly into play beyond the penalty area

- the kick is retaken

Goal kick taken by a player other than the goalkeeper

If, after the ball is in play, the kicker touches the ball a second time (except with his hands) before it has touched another player

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred
- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

Goal kick taken by the goalkeeper

If, after the ball is in play, the goalkeeper touches the ball a second time (except with his hands) before it has touched another player

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred
- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred

For any other infringement of this Law

- the kick is retaken

LAW 17 – THE CORNER KICK

A corner kick is a method of restarting play

A goal may be scored directly from a corner kick, but only against the opposing team

A corner kick is awarded when

- the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10

Procedure

- the ball is placed inside the corner arc at the nearest corner flagpost
- the corner flagpost is not moved
- opponents remain at least 9.15 m (10 yds) from the ball until it is in play
- the ball is kicked by a player of the attacking team

- the ball is in play when it is kicked and moves
- the kicker does not play the ball a second time until it has touched another player

Infringements/Sanctions

Corner kick taken by a player other than the goalkeeper

If, after the ball is in play, the kicker touches the ball a second time (except with his hands) before it has touched another player

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred
- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

Corner kick taken by the goalkeeper

If, after the ball is in play, the goalkeeper touches the ball a second time (except with his hands) before it has touched another player

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred
- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred

For any other infringement

- the kick is retaken

KICKS FROM THE PENALTY MARK

Taking kicks from the penalty mark is a method of determining the winning team where competition rules require there to be a winning team after a match has been drawn

Procedure

- The referee chooses the goal at which the kicks will be taken
- The referee tosses a coin and the team whose captain wins the toss takes the first kick
- The referee keeps a record of the kicks being taken
- Subject to the conditions explained below, both teams take five kicks
- The kicks are taken alternately by the teams
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
- If, after both teams have taken five kicks, both have scored the same number of

goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks

- A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules
- With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken
- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken
- All players, except the player taking the kick and the two goalkeepers, must remain within the centre circle
- The goalkeeper who is the kicker's team-mate must remain on the field of play, outside the penalty area in which the kicks are being taken, behind the penalty area border line which runs parallel with the goal line and at least 9.15 m (10 yds) from the penalty mark
- Unless otherwise stated, the relevant Laws of the Game and International F A Board Decisions apply when kicks from the penalty mark are being taken

THE TECHNICAL AREA

The technical area described in Law 3, International F A Board Decision no 2, relates particularly to matches played in stadia with a designated seated area for technical staff and substitutes as shown below

Technical areas may vary between stadia, for example in size or location, and the following notes are issued for general guidance

- The technical area extends 1 m (1 yd) on either side of the designated seated area and extends forward up to a distance of 1 m (1 yd) from the touch line
- It is recommended that markings are used to define this area
- The number of persons permitted to occupy the technical area is defined by the competition rules
- The occupants of the technical area are identified before the beginning of the match in accordance with the competition rules.
- Only one person at a time is authorised to convey tactical instructions and he must return to his position immediately after giving those instructions
- The coach and other officials must remain within the confines of the technical area except in special circumstances, for example, a physiotherapist or doctor entering the field of play, with the referee's permission, to assess an injured player
- The coach and other occupants of the technical area must behave in a responsible manner

THE FOURTH OFFICIAL

- The fourth official may be appointed under the competition rules and officiates if any of the other match officials is unable to continue
- Prior to the start of the competition, the organiser states clearly whether, if the referee is unable to continue, the fourth official takes over as the match referee or whether the senior assistant referee takes over as referee with the fourth official becoming an assistant referee
- The fourth official assists with any administrative duties before, during and after the match, as required by the referee
- He is responsible for assisting with substitution procedures during the match
- He supervises the replacement football, where required. If the match ball has to be replaced during a match, he provides another ball, on the instruction of the referee, thus keeping the delay to a minimum
- He has the authority to check the equipment of substitutes before they enter the field of play. If their equipment does not comply with the Laws of the Game, he informs the assistant referee, who then informs the referee
- The fourth official assists the referee at all times
- After the match, the fourth official must submit a report to the appropriate authorities on any misconduct or other incident which has occurred out of the view of the referee and the assistant referees. The fourth official must advise the referee and his assistants of any report being made

AUSTRALIAN RULES

8. RULES OF THE MELBOURNE FOOTBALL CLUB — MAY 1859

- I The distance between the goals and the Goal Posts shall be decided upon by the Captains of the sides playing
- II The Captains on each side shall toss for choice of Goal the side losing the toss has the Kick off from the centre point between the Goals
- III A Goal must be kicked fairly between the posts, without touching either of them, or a portion of the person of any player on either side
- IV The game shall be played within a space of not more than 200 yards wide, the same to be measured equally on each side of a line drawn through the centres of the two Goals, and two posts to be call the “kick Off” posts shall be erected at a distance of 20 yards on each side of the Goal posts at both ends, and in a straight line with them
- V In case the Ball is kicked behind Goal, any one of the side behind whose Goal it is kicked may bring it 20 yards in front of any portion of the space between the “kick off” posts, and shall kick it as nearly as possible in a line with the opposite Goal
- VI Any player catching the Ball directly from the foot may call “mark” He then has a free kick, no player from the opposite side being allowed to come inside the spot marked
- VII Tripping and pushing are both allowed (but no hacking) when any player is in rapid motion or in possession of the Ball, except in the case provided for in Rule VI
- VIII The Ball may be taken in hand only when caught from the foot, or on the hop In no case shall it be lifted from the ground
- IX When a Ball goes out of bounds (the same being indicated by a row of posts) it shall be brought back to the point where it crossed the boundary line, and thrown in at right angles with that line
- X The Ball, while in play, may under no circumstances be thrown

(Copied from the hand-written document in the possession of the Melbourne Cricket Club)

9. MELBOURNE: RULES OF FOOTBALL

Agreed to at a meeting of clubs held on May 28th, 1860

- I The distance between the Goals and the Goal posts shall be decided upon by the Captains of the sides Playing
- II The Captains on each side shall toss for choice of goal, the side losing the toss has the kick-off from the centre point between the Goals
- III A Goal must be kicked fairly between the posts without touching either of them, or any portion of the person of one of the opposite side In case of the Ball being forced between the Goal Posts in a scrimmage, a Goal shall be awarded
- IV The Game shall be played within a space of not more than 200 yards wide, the same to be measured equally on each side of a line drawn through the centres of the two Goals, and two posts, to be called the "Kick Off" posts, shall be erected at a distance of 20 yards on each side of the Goal Posts at both ends, and in a straight line with them
- V In case the Ball is kicked behind Goal, any one of the side behind whose Goal it is kicked may bring it 20 yards in front of any portion of the space between the "Kick Off" posts, and shall kick it as nearly as possible in a line with the opposite Goal
- VI Any Player catching the Ball directly from the foot may call "mark" He then has a free kick, no player from the opposite side being allowed to come inside the spot marked
- VII Tripping, holding and hacking are strictly prohibited Pushing with the hands or body is allowed when any Player is in rapid motion, or in possession of the Ball, except in the case provided for in Rule VI
- VIII The Ball may not be lifted from the ground under any circumstances, or taken in hand except as provided for in Rule VI (catch from the foot) or when on the first hop It shall not be run with in any case
- IV When a Ball goes out of bounds, (the same being indicated by a row of posts) it shall be brought back to the point where it crossed the boundary-line, and thrown in at right angles with that line
- X The ball, while in Play may under no circumstances be thrown
- XI In case of deliberate infringement of any of the above Rules by either side, the Captain of the opposite side may claim that any one of his party may have a free kick from the place where the breach of Rules was made, the two Captains in all cases, save where Umpires are appointed, to be the sole judges of infringements

(Copied from the hand-written document in the possession of the Melbourne Cricket Club)

10. VICTORIAN RULES, 1866

Drafted by delegates of the Carlton, Melbourne, Royal Park and South Yarra clubs at the Freemasons' Hotel, Melbourne, 8 May 1866

1 The distance between the goals shall not be more than 200 yards, and the width of playing space, to be measured equally on each side of a line drawn through the centre of the goals, not more than 150 yards. The goal posts shall be seven yards apart, of unlimited height.

2 The captains on each side shall toss for choice of goal, the side losing the toss, or a goal, has a kick-off from the centre point between the goals. After a goal is kicked the sides shall change ends.

3 A goal must be kicked fairly between the posts without touching either of them, or any portion of the person of one of the opposite side, in case of the ball being forced (except with the hand or arms) between the goal posts in a scrumage, a goal shall be awarded.

4 Two posts, to be called the "kick-off" posts, shall be erected at a distance of 20 yards on each side of the goal posts, and in a straight line with them.

5 In case the ball is kicked behind goal, anyone of the side behind whose goal it is kicked may bring it 20 yards in front of any portion of the space between the "kick-off" posts, and shall kick it towards the opposite goal.

6 Any player catching the ball directly from the foot or leg may call "Mark", he then has a free kick from any spot in a line with his mark and the centre of his opponents' goal posts, no player being allowed to come inside the spot marked or within five yards in any other direction.

7 Tripping and hacking are strictly prohibited. Pushing with the hands or body is allowed when any player is in rapid motion. Holding is only allowed while a player has the ball in hand, except in the case provided in Rule 6.

8 The ball may be taken in hand at any time, but not carried further than is necessary for a kick and no player shall run with the ball unless he strikes it against the ground in every five or six yards.

9 When a ball goes out of bounds (the same being indicated by a row of posts), it shall be brought back to the point where it crossed the boundary line, and thrown in at right angles with that line.

10 The ball, while in play, may under no circumstances, be thrown.

11 In case of deliberate infringement of any of the above rules the captain of the opposite side may claim that any one of his party may have a free-kick from the place where the breach of rule was made.

12 Before the commencement of a match each side shall appoint an umpire, and they shall be the sole judges of goals and breaches of rules. The nearest umpire shall be appealed to in every case of dispute.

11. VICTORIAN RULES OF FOOTBALL, 1874

Revised at a meeting held at Nissen's Cafe, Melbourne on 12 May 1874, when delegates attended from the Albert Park, Carlton, Geelong, Melbourne, North Melbourne, and St Kilda clubs

1 The distance between the Goals shall not be more than 200 yards, and the width of playing space (to be measured equally on each side of the line drawn through the centres of the Goals) not more than 150 yards The Goal posts shall be seven yards apart, of unlimited height

2 The Captains on each side shall toss for choice of Goal, the side losing the toss, or a Goal, has the kick off from the centre point between the goals When half the time arranged for play has expired, the sides shall change ends, and the ball be thrown in the air by the Umpire in the centre of the ground

3 A Goal must be kicked by one of the side playing for the Goal between the posts, without touching either of them or any player after being kicked

4 Two posts, to be call the "kick-off" posts, shall be erected at a distance of 20 yards on each side of the Goal Posts, and in a straight line with them

5 In case the ball is kicked behind Goal, within the "kick-off" posts, any one of the side behind whose Goal it is kicked may bring it 20 yards in front of any portion of the space between the "kick-off" posts, and shall kick it towards the opposite Goal

6 Any player catching the Ball directly from the foot or leg, on or below the knee of another Player, may call "Mark", he then has a free kick from any spot in a line with his mark and the centre of his opponent's Goal Posts, no player being allowed to come inside the spot marked, or within five yards in any other direction

7 The Ball may be taken in hand at any time, but not carried further than is necessary for a kick, and no player shall run with the Ball unless he strikes it against the ground in every five or six yards In the event of a player, with the Ball in hand, trying to pass an adversary and being held by him, he shall at once drop the Ball, which shall not be again taken in hand by any player till after it has been kicked

8 Tripping, Hacking and Rabbiting are prohibited Pushing with the hands or body is allowed only when any player is in rapid motion Holding is allowed while a player has the Ball in hand, except in the cases provided for in rules 5 and 6

9 When the Ball goes out of Bounds (the same being indicated by a row of posts), it shall be brought back to the point where it crossed the Boundary line, and thrown in at right angles with that line, but shall not be playable until after it touch the ground within Bounds

10 The Ball, while in play, may under no circumstances be thrown

11 In case of infringement of any of the above Rules, any player of the opposite side may claim that any one of his party may have a free kick from the place where the breach of Rule was made The Umpire's decision shall in every case be final and the Clubs disputing the same shall loose the match

12 Before the commencement of a match each side shall appoint an Umpire, and they shall be the sole Judge of Goals and of cases of the ball going behind Goal. A Field Umpire shall also be appointed, who shall decide all other matters and may appeal to the Goal Umpire

13 No player shall play with more than one Club during one season For the purposes of this rule, schools be not considered clubs

Definitions.

- 1 A drop kick or drop is made by letting the Ball drop from your hands on to the ground, and kick it the very instant it rises
- 2 A place kick or place is kicking the Ball after it has been placed on the ground
- 3 A punt consists in letting the Ball fall from your hands and kicking it before it touches the ground
- 4 A scrummage commences when the Ball is on the ground and all who have closed round on their respective sides begin kicking at it
- 5 Rabbitting is one player stooping down so as to cause another to fall by placing his body below the other's hips

12. FIRST RULES OF THE VICTORIAN FOOTBALL ASSOCIATION, 1877.

- 1 The distance between the goals should not be more than 200 yards, and the width of playing space to be measured equally on each side of a line drawn through the centre of the goals not more than 150 yards The goal posts shall be seven yards apart, of not less than 12 ft in height The ball to be used shall be the No 2 size Rugby (26in in circumference)
- 2 The captains of each side shall toss for choice of goal The side losing the toss or goal has the kick-off from the centre-point between the goal When half the time arranged for play has expired the players shall change ends, and the ball be thrown in the air by the field umpire in the centre of the ground
- 3 A goal must be kicked by one of the side playing for goal between the posts, without touching either of them (flags excepted), or any player after being kicked Should any of the spectators standing between the goal-posts interfere with or stop the progress of the ball going through, a goal shall be scored
- 4 Two posts, to be called the "kick-off" posts, shall be erected at a distance of twenty yards on each side of the goal-posts in a straight line with them
- 5 In case the ball is kicked behind goal by one of the opposite side within the kick-off posts, any one of the side behind whose goal it is kicked may bring it ten yards in front of any portion of the space between the kick-off posts, and shall kick it towards the opposite goal
- 6 Any player catching the ball directly from the foot or leg on or below the knee of another player may call "mark" He then has a free kick from any spot behind and in a line with his mark and the centre of his opponents' goal-posts, no player being allowed to come inside the spot marked, or within five yards in any other direction
- 7 The ball may be taken in hand at any time, but not carried further than is necessary for a kick, unless the player strikes it against the ground every five or six yards, In the event of a player with the ball in hand trying to pass an adversary, and being held by him, he must at once drop the ball
- 8 Tripping, hacking, rabbitting, and slinging are prohibited, pushing with the hands or body is allowed only when a player is in rapid motion within five or six yards of the ball Holding a player is allowed only while such player has the ball in hand except in cases provided for in Rules 5, 6, and 7
- 9 When the ball goes out of bounds it shall be brought back to the spot where it crossed the boundary line, and thrown in by the umpire at right angles with that line,

but shall not be playable until after it touch the ground within bounds

10 The ball while in play may, under no circumstances, be thrown or handed to a player

11 In case of infringement of any of the above rules, any player of the opposite side may claim a free kick from the place where the breach of the rule was made, the player nearest the place of infringement being the only one entitled to the kick

12 Before the commencement of a match, each side shall appoint an umpire who shall be the sole judges of goals and of cases of the ball going behind goal. A field umpire shall also be appointed, who shall decide in all other matters, and may appeal to the goal umpire

13 The field umpire on being appealed to may either award a "free-kick", call "play on" or stop the play and throw the ball in the air, and stop all attempts at scrimmages. In every case his decision shall be final, and the club disputing same shall lose the match. But in the event of an umpire refusing to decide upon any matter in dispute, clubs may according to Rule 8 of the Association appeal to that body, whose decision shall be final

14 No one wearing projecting nails, iron plates, or gutta percha on any part of his boots or shoes shall be allowed to play in a match

15 No player shall play with more than one club during one season, except he permanently change his residence from town to country, or vice versa. For the purpose of this rule schools or universities shall not be considered clubs. In the event of a club disbanding, its members may be at liberty to play with any other club, with the consent of the association

16 None of the above laws shall be altered or rescinded, nor shall any rule be added during a season, nor shall any rule be repealed altered, amended or adopted without the concurrence of a majority of the Association at a meeting specially called for that purpose

Definitions

1 A drop-kick or drop is made by letting the ball drop from the hands on to the ground, and kicking it the very instant it rises

2 A place-kick or place is kicking the ball after it has been placed on the ground

3 A punt consists in letting the ball fall from the hands, and kicking it before it touches the ground

4 Rabbiting is one player stooping down so as to cause another to fall by placing his body below the other's hips

5 Slinging is the act of catching a player by or round the neck and throwing him to the ground

13. SOUTH AUSTRALIAN RULES, 1877

1 The distance between the Goals shall not be more than 200 yards and not less than 180 yards, and the width of playing space (to be measured equally on each side of the line drawn through the centres of the Goals) not more than 150 yards and not less than 120 yards. The Goal posts shall be seven yards apart, of unlimited height

2 The Captains on each side shall toss for choice of Goal, the side losing the toss or a Goal, has the kick-off from the centre point between the Goals When half the time arranged for play has expired, the sides shall change ends, and the ball be thrown in the air by the Umpire in the centre of the ground

3 A goal must be kicked by one of the side playing for the goal between the posts, without touching either of them or any player after being kicked

4 Two posts, to be called the “kick-off” posts, shall be erected at a distance of 20 yards on each side of the Goal Posts, and in a straight line with them

5 In case the ball is kicked behind the Goal, within the “kick-off” posts, any one of the side behind whose goal it is kicked may bring it 20 yards in front of any portion of the space between the “kick-off” posts, and shall kick it towards the opposite Goal

6 Any player catching the Ball directly from the foot or leg on or below the knee of another player may call “Mark” he then has a free-kick from any spot in a line with his mark and the centre of his opponent’s Goal Posts, no player being allowed to come inside the spot marked, or within five yards in any other direction

7 The Ball may be taken in hand any time, but not carried further than is necessary for a kick, and no player shall run with the Ball unless he strikes it against the ground in every five or six yards, in the event of player, with the Ball in hand, trying to pass an adversary and being held by him, he shall at once drop the Ball

8 Tripping, Hacking, and Rabbiting are prohibited Pushing with the hands or body is allowed only when a player is in rapid motion Holding is allowed while a player has the Ball in hand, except in the cases provided for in rules 5 and 6

9 When the Ball goes out of bounds (the same being indicated by a row of posts), it shall be brought back to the point where it crossed the Boundary-line, and thrown in at right angles with that line, but shall not be playable until after it touch the ground within bounds

10 The Ball, while in play, may under no circumstances be thrown

11 In case of infringement of any of the above Rules, any player of the opposite side may claim that any one of his party may have a free kick from the place where the breach of Rule was made The Umpire’s decision shall in every case be final and the Clubs disputing the same shall lose the match

12 Before the commencement of a match each side shall appoint an Umpire, and they shall be the sole Judges of Goals and of cases of the ball going behind Goal A Field Umpire shall also be appointed, who shall decide all other matters and may appeal to the Goal Umpire

13 When any club shall send a challenge to another to play a match, it shall be understood that each team shall consist of twenty players unless it is otherwise arranged, and in the event of one side arriving on the ground with a less number the opposite side shall not be obliged to reduce the number of its players

14 The Ball to be used shall be the “Rugby” or Oval Ball

14. LAWS OF THE AUSTRALASIAN GAME OF FOOTBALL, 1883.

Adopted at a Conference of Intercolonial Delegates, held 9th November, 1883

Melbourne Fergusson and Moore, Printers 1884

1 The distance between the goals should not be more than 200 yards, and the width of the playing space not more than 150 yards to be measured equally on each side of a line drawn through the centre of the goals. The goal posts shall be seven yards apart, of not less than twenty feet in height. The ball to be used shall be the No 2 size Rugby (26 inches in circumference)

2 Two posts, to be called the "kick-off posts," shall be erected at a distance of twenty yards on each side of the goal posts, in a straight line with them, the intervening line between such posts shall constitute the "goal line."

3 Matches shall be played with not more than twenty a side, unless where handicaps are conceded. Any club found playing more than the number arranged for shall have all goals kicked prior to the detection of same annulled.

4 The Captains of each side shall toss for choice of goal. The side losing the toss or goal has the kick-off from the centre point between the goals. When half the tie arranged for play has expired, the players shall change ends, and the ball be thrown in the air by the Field Umpire in the centre of the ground.

5 The game shall be won by the side kicking the greatest number of goals.

6 That all matches shall be commenced and played out to the time arranged, and shall not be stopped or cancelled except by the consent of both Captains, but in the event of the Captains disagreeing, the Field Umpire shall be constituted sole referee, and the side disputing his decision shall lose the match.

7 A goal must be kicked by one of the side playing for goal, kicking the ball between the posts without touching either of them (flags excepted,) or any player, after being kicked. Should any of the spectators, standing between or immediately in front of the goal posts, interfere with or stop the progress of the ball going through, a goal shall be scored, unless the goal is of the opinion one of the players whose goal is attacked would have touched it, or that it would not have gone between the goal posts if not interfered with or stopped.

8 The Goal Umpires shall be sole judges of goals, and of cases of the ball going behind goals, and in cases of doubt may appeal to the Field Umpire. The Field Umpire shall decide in all other matters during the progress of the game, and may appeal to a Goal Umpire.

9 In case the ball is kicked behind the goal line by one of the opposite side (except when a goal is kicked, in which case the ball is kicked off from the centre of the ground,) any one of the side behind whose goal it is kicked may bring it ten yards in front of any portion of the space within the goal line, and shall kick it towards the opposite goal.

10 That if the ball strike any of the goal or kick-off posts it shall be counted as behind goal.

11 In the event of a player kicking or forcing the ball wilfully behind his own goal line, it shall be thrown in by the Field Umpire at right angles from the point where it crossed the said goal line.

12 Any player catching the ball directly from the foot of another player may call "mark." He then has a "free kick" from any spot behind, and in a line with his mark, and the centre of his opponents' goal posts, even if he have to go out of bounds or behind his goal, no player being allowed to come inside the spot marked, or within five yards in any other direction

13 The ball may be taken in hand at any time, but not carried further than is necessary for a kick, unless the player strikes it against the ground at least once in every seven yards. In the event of a player, with the ball in hand, trying to pass an adversary, and being held by him, he must at once drop the ball

14 Tripping, Hacking, Rabbiting, Slinging, or catching hold of a player below the knee, are prohibited, pushing with the hands or body is allowed only when a player is in rapid motion within five or six yards of the ball. Holding a player is allowed only while such player has the ball in hand, except in cases provided for in Rules 9, 12 and 13

15 When the ball goes out of bounds, it shall be brought back to the spot where it crossed the boundary line, and thrown in by the Umpire at right angles with that line, but shall not be playable until it touch the ground within bounds

16 If any player wilfully touch the ball before it reaches the ground when thrown in from out of bounds, the Umpire may allow a free kick to the opposite side from the spot where the ball was so wilfully touched

17 If any player wilfully kick the ball out of bounds when kicking off after the ball has gone behind, the Umpire may allow a free kick to the opposite side from the spot where the ball went out of bounds

18 The ball while in play may under no circumstances be thrown or handed to a player

19 The Field Umpire, on being appealed to, may either award a "free kick," call "play on," or stop the play and throw the ball in the air, and stop all attempts at scrimmages, enforce as strictly as possible the running, pushing, and holding clauses of Rules 13 and 14, and in every case his decision shall be final, and the Club disputing same shall lose the match. But in the event of an Umpire refusing to decide upon the matter in dispute, Clubs may appeal to the local Association, whose decision shall be final

20 In cases of infringement of Rules 14, 15, 16 and 17, a player of the opposite side shall be awarded a "mark" from the place where the breach of the rule was made, the player nearest the place of infringement being the only one entitled to the kick

21 No one wearing projecting nails, iron plates, or guttapercha on any part of his boots or shoes shall be allowed to play in a match

22 In case of infringement of any of the above Rules, any player of the opposite side may claim a "free kick" from the place where the breach of the Rule was made, the player nearest the place of infringement being the only one entitled to the kick

23 No member of an Associated, Non- Associated, or Junior Club shall play with more than one Club during one season except he permanently change his residence from town to country, or vice versa, and has first obtained the consent of the local Association, but in the event of a member not having played with his Club for three consecutive Saturdays immediately prior to his application for a permit, he shall be allowed, with the consent of the Committee of his Club and the approval of the Association, to join one other Club during the season. Should the Committee of his

Club withhold its consent the Association shall have power to grant a permit without such consent No permits shall be granted after the 15th day of July Schools and universities are not to be considered Clubs within the meaning of this Rule

24 That any Club playing a member of another Club shall lose the match in which it plays such member, and shall, in addition, for the first offence, be fined £5, for the second £10, and for the third shall be disqualified from playing any of the Associated Clubs during the remainder of the season

25 In the event of a Club disbanding, its members may be at liberty to play with any other Club, with the consent of the local Association But no Club shall be considered to have disbanded after the 15th day of July

26 None of the above laws shall be altered or rescinded, nor shall any Rule be repealed, altered, amended, or adopted, without the concurrence of an absolute majority of intercolonial delegates, at a meeting specially called for that purpose

DEFINITIONS

- 1 A KICK (for goal) must be made direct from a player's foot or below the knee
- 2 A DROP KICK or DROP is made by letting the ball drop from the hands on to the ground, and kicking it the very instant it rises
- 3 A PLACE KICK or PLACE is kicking the ball after it has been placed on the ground
- 4 A PUNT consists in letting the ball fall from the hands, and kicking it before it touches the ground
- 5 RABBITING is one player stooping down so as to cause another to fall by placing his body below the other's hips
- 6 SLINGING is the act of catching a player by or round the neck, and throwing, or attempting to throw him to the ground

UMPIRES

That in any match played between Associated Clubs, or under the control of the local Associations, the Captains shall appoint their respective Gaol [sic] Umpires, and either of the competing Clubs, if they cannot agree upon a Field Umpire, may apply to the Association to appoint one, such application to be made in writing prior to such match, and the said Umpires shall be chosen by the Special Committee appointed under the Rules, and the Field Umpire shall be paid, if required, with travelling expenses, each competing Club to pay one-half of such fees

15. LAWS OF THE AUSTRALIAN GAME OF FOOTBALL REVISED TO 1895

1 The distance between the goals shall not be more than 200 yards, nor less than 150 yards, and the width of the playing space not more than 150 yards, nor less than 100 yards, to be measured equally on each side of a line drawn through the centre of the goals. The goal posts shall be seven yards apart, of not less than twenty feet in height. The ball to be used shall be the No. 2 size Rugby (26 inches in circumference).

2. Two posts, to be called the "kick-off posts," shall be erected at a distance of seven yards on each side of the goal posts, in a straight line with them, the intervening line between such posts shall constitute the "goal line."

3 Matches shall be played with not more than twenty a side, unless where handicaps are conceded. Any team detected during the progress of the game playing more than the number arranged for shall have all goals kicked prior to the detection of same annulled. The Field Umpire shall have power, at the request of either Captain, to stop the game and call the players into line at any time for the purpose of counting them. Previous to calling the players into line, the Field Umpire shall notify the time-keepers, who shall make an allowance for the time taken. In the event of a Club commencing play with less than twenty men, that Club shall be allowed to complete its team at any stage of the game.

4 The Captains of each side shall toss for choice of goal. The players shall then take their proper positions on the field, and the game shall be commenced by the Field Umpire bouncing the ball in the centre of the ground. When a goal has been obtained, the players shall again take their positions as above, and the ball shall be bounced in the centre.

(a) When one-fourth, one-half, and three-fourths of the time arranged for play have expired, the players shall change ends, and the ball be bounced by the Field Umpire in the centre of the ground. At half-time the players may leave the ground for not more than ten minutes. Each Club shall appoint a time-keeper, whose duty it shall be to keep time, and ring a bell approved of by the Association, at the times indicated above.

(An alarm clock, or any other suitable apparatus, may be substituted for a bell.)

At the first sound of the bell the ball shall be dead, but in event of a player having marked the ball before the bell has rung, he shall be allowed his kick, and, should he obtain a goal from it, it shall be reckoned. A goal obtained from a ball in transit before the bell has rung, shall be also reckoned.

5 The game shall be won by the side kicking the greatest number of goals.

6 All matches shall be commenced and played out to the time arranged (unless, interfered with by adverse weather), and shall not be stopped or cancelled immediately previous to the time arranged for starting, except by the consent of both Captains, but in the event of the Captains disagreeing, the Field Umpire shall be constituted sole referee, and the side disputing his decision shall lose the match.

(a) Should a match be cancelled (immediately previous to the time of starting), or be stopped through adverse weather, the game shall be reckoned a drawn one.

(b) No arranged match, other than those provided for above, shall be cancelled except by the written consent of the Permit Committee or of the Local Association

7 All matches throughout the season shall be played twenty-five minutes each quarter

8 A goal must be kicked by one of the side playing for goal kicking the ball between the posts without touching either of them, (flags excepted), or, any player, after being kicked. Should any of the spectators, standing between or immediately in front of the goal posts, interfere with or stop the progress of the ball going through, a goal shall be scored, unless the Goal Umpire is of the opinion that one of the players whose goal is attacked would have touched it, or that it would not have gone between the goal posts if not interfered with or stopped

9 The Goal Umpires shall be sole judges of goals, and their decision shall be final, except in cases where the ball has become dead, either by the ringing of the bell, or decision of the Field Umpire. In cases of doubt the Goal Umpire may appeal to the Field Umpire. The Field Umpire shall decide in all other matters during the progress of the game, and may appeal to a Goal Umpire

(a) Goals and behinds shall be indicated by flags

(b) The Goal Umpire must, before raising the flags to register a goal, ascertain from the Field Umpire that the ball had not become dead by his decision. A goal given in accordance with above cannot be annulled

10 In case the ball is kicked behind the goal line by one of the opposite side (except when a goal is kicked, in which case the ball is bounded in the centre of the ground), any one of the side behind whose goal it is kicked may bring it seven yards in front of any portion of the space within the goal line (to be indicated by a white mark seven yards in front), and shall kick it towards the opposite goal. Should such player in kicking off exceed the prescribed distance, the ball shall be brought back and bounced by the Field Umpire at the 7 yards line

11 In the event of a player kicking or forcing the ball wilfully behind his own goal line, it shall be bounced by the Field Umpire at right angles to and not more than five yards from the point where it crossed the said goal line

12 When the ball goes out of bounds, it shall be brought back to the spot where it crossed the boundary line, and bounced by the Field Umpire at least five yards within the playing ground

13 Any player catching the ball directly from the foot of another player may call "mark". He then has a kick in any direction from any spot behind and [sic] in a line with his mark and the centre of his opponents' goal posts, even if he have [sic] to go out of bounds or behind his goal, no player being allowed to come inside the spot marked, or within four yards in any other direction. Should a player having a mark bounce the ball it shall be in play

(a) Should a goal be kicked from a mark, such goal shall count notwithstanding any infringement of the above rule by an opposing player

(b) Should a player, having a mark, or in kicking off, unduly delay the play, the Field Umpire shall bounce the ball.

14 The ball may be taken in hand at any time, but not carried further than is necessary for a kick, unless the player strikes it against the ground at least once in every seven yards. In the event of a player, with the ball in hand, trying to pass an adversary,

and being held by him, he must at once drop the ball

15 If any player, when the ball is in play, wilfully kick or force it out of bounds, the Umpire shall give a mark to the opposite side from the spot where the ball went out of bounds

16 The ball, while in play, shall under no circumstances be thrown or handed to a player

17 Tripping, Hacking, Rabbiting, Slinging, deliberately charging, throwing, or unfairly interfering with a player after he has made a mark, or when the ball is out of play, or catching hold of a player below the knee, is prohibited, pushing with the hands or body is allowed only when a player is running within five or six yards of the ball. Holding a player is allowed only while such player has the ball in hand, except in cases provided for in Rules 13 and 14

(a) Pushing a player shall not be allowed under the following conditions –

1 Pushing from behind shall not be allowed under any circumstances

2 From the front when a player is standing

3 When a player is in the air going for a mark

(b) Any infringement of the above Rule shall be considered unduly rough play, and the offending player shall be reported by the Umpire, and dealt with as the Association may think fit

(c) A player disputing the decision of an Umpire, or unduly interfering with or assaulting him, or using abusive, threatening or insulting language towards him during the progress of the game, or within or without the enclosure on the day of the match, shall be dealt with as the Association may think fit

18 The Field Umpire shall either award a “mark”, call “play on,” or stop the play and bounce the ball, stop all attempts at scrimmages, or anything that may be likely to lead to rough play, enforce strictly the running, pushing, and holding clauses of Rules 14 and 17, and in every case his decision shall be final and the Club refusing to abide by same shall lose the match. In the event of an Umpire refusing to decide upon the matter in dispute, Clubs may appeal to the local Association, whose decision shall be final

19 In cases of infringement of Rules 14, 15, 16 and 17, a player of the opposite side shall be awarded a “mark” from the place where the breach of the rule was made, the player nearest the place of infringement being the only one entitled to the kick

20 The Field Umpire shall, prior to the match, examine the boots of players, and no one wearing projecting nails or iron plates thereon shall be allowed to play

(a) If, during the progress of the game, any player is detected infringing the above Rule, such player shall be disqualified for the remainder of the match, and be reported by the Umpire to the Association

21 Any player receiving payment directly or indirectly for his services as a footballer, except as hereinafter provided, shall be disqualified for any period the Association may think fit, and any Club paying a player, either directly or indirectly, for his services as a footballer, shall be fined Ten Pounds, and be disqualified for the remainder of the season Provided that players receiving such payment as shall be authorised by the Association under which they play, while absent from their colony, shall not come within the operation of this rule

22 Local Associations may disqualify players for any term

- (a) The several Associations represented on this council shall endorse the decisions of all the other Associations; whether made under the Laws of the Game or the articles of Constitution of such Association

DEFINITIONS

- 1 A KICK (for goal) must be made direct from a player's foot or below the knee
 - 2 A DROP KICK or DROP is made by letting the ball drop from the hands on to the ground, and kicking it the very instant it rises
 - 3 A PLACE KICK or PLACE is kicking the ball after it has been placed on the ground
 - 4 A PUNT consists in letting the ball fall from the hands, and kicking it before it touches the ground
 - 5 RABBITING is one player stooping down so as to cause another to fall by placing his body below the other's hips
 - 6 SLINGING is the act of catching a player by or round the neck, and throwing, or attempting to throw him to the ground
 - 7 HACKING is intentionally kicking an opponent
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16. LAWS OF THE AUSTRALASIAN GAME OF FOOTBALL 1897.

1 The distance between the goal posts shall not be more than 200 yards, and the width of the playing space not more than 150 yards, nor less than 100 yards, to be measured equally on each side of a line drawn through the centre of the goals

The goal posts shall be seven yards apart, of not less than twenty feet in height Two posts shall be placed at a distance of seven yards, one on each side of the goal-posts, and in a straight line with them The intervening line between such posts shall be called the goal line

The ball to be used shall be the No 2 size Rugby (26 inches in circumference) The ball to be approved by the field umpire

2 Matches should be played with not more than twenty a side unless where handicaps are conceded Any team detected during the progress of the game playing more than the number arranged for shall have all the goals kicked prior to the detection of the same annulled

The field umpire shall have power at the request of either captain to stop the game and call the players into line at any time for the purpose of counting them Previous to calling the players into line the field umpire shall notify the timekeepers, who shall make an allowance for the time so taken In the event of a club commencing play with less than the number arranged for, that club shall be allowed to complete its number at any stage of the game

3 The captain of each side shall toss for choice of goal The players shall then take their proper positions on the field, and the game shall be commenced by the field umpire bouncing the ball in the centre of the ground When a goal has been obtained, the players shall again take their positions as above, and the ball shall be bounced in the centre

4 All matches throughout the season, shall be played twenty-five minutes each quarter When one-fourth, one-half, and three-quarters of the time arranged for play have expired, the players shall change ends, and the ball shall be bounced in the centre of the ground as in Rule 3 At half-time the players may leave the ground for not more than ten minutes Each club shall appoint a time-keeper whose duty it shall be to keep time, and ring a bell approved of by the League, at the times indicated above At the first sound of the bell the ball shall be dead, but in the event of a player having marked a ball before the bell has rung, he shall be allowed his kick, and should he obtain a goal or behind obtained from a ball in transit before the bell has rung shall be reckoned

5 A goal shall be won when the ball is kicked between the goal posts without touching either of them or any player after being kicked A behind shall be won when the ball touches either of the goal posts, or is kicked or forced between the behind post and goal post Should the ball touch a behind post it shall be out of bounds

6 The side kicking the greatest number of points shall win the match A goal shall count six points and a behind one point

7 When the ball goes out of bounds, it shall be brought back to the spot where it crossed the boundary line, and be there thrown in by the umpire Immediately the ball leaves the umpire's hands it shall be in play Should the ball drop out of bounds from the kick off, a free kick shall be given to the opposite side at the spot where the ball went out of bounds In case the ball is kicked behind the goal line by one of the opposite side, (except when a goal is kicked in which case the ball is bounced in the centre of the ground,) any one of the side behind whose goal it is kicked shall kick it off from within any part of the space to be indicated by two lines running parallel in a straight line from the goal posts for a distance of ten yards, and a horizontal line at the end of the said distance, joining the two parallel lines Such lines be marked white

8 Any player catching the ball directly from the foot of another player not less than ten yards distant shall be allowed a kick in any direction from any spot behind where in caught the ball, no player being allowed to come over that spot, or within ten yards in any other direction In kicking for goal the player must kick over his mark Should a goal be obtained from a free kick, it shall be reckoned notwithstanding any infringement of the above rule by an opposing player

9 Should a player wilfully waste time, the field umpire shall instruct the timekeepers to add such time on, and besides award a free kick to the opposing player nearest to the spot where the offence takes place

The offending player or players shall be reported to the League which shall deal with the matter Should a player unduly interfere with a man while kicking for goal he shall be reported to the League

10 The ball may be taken in hand at any time, but not carried further than is necessary for a kick, unless the player strikes it against the ground at least once in every ten yards In the event of a player, with the ball in hand, trying to pass an adversary, and being held by him he must at once drop the ball While being held if the player does not drop the ball a free kick shall be given to the man who holds him If the player be deliberately held back or thrown after he has dropped the ball he shall be awarded a free kick

11 If any player, when the ball is in play, wilfully kick or force it out of bounds, the umpire shall give a free kick to the nearest player of the opposing team from the

spot where the ball went out of bounds

12 The ball while in play shall under no circumstances be thrown or handed to a player

13 Tripping, Hacking, Rabbiting, and Slinging are prohibited, or Throwing a player after he has made a mark, or when the ball is out of play, or catching hold of a player below the knee, are prohibited Charging a player when he is standing still or when in the air going for a mark is prohibited A free kick shall be given against the player infringing this law

14 The League shall appoint for each match a field umpire who shall have full control of the play, and shall inflict penalties [sic] in accordance with the laws In cases of doubt and in scrimmages he shall bounce the ball where the occurrence took place A player disputing the decision of an umpire, or unduly interfering with or assaulting, or using abusive, threatening, or insulting language towards him during the progress of the game, or within or without the enclosure on the day of the match, shall be dealt with as the League may think fit A player assaulting another player, or using abusive, threatening, or insulting language, or otherwise misconducting himself during the progress of the game, or within the enclosure on the day of the match, shall be reported by the umpire to and dealt with as the League may think fit

15 The field umpire shall, prior to, and may at any time before the conclusion of the match, examine the boots of the players, and no one wearing projecting nails or iron plates shall be allowed to play until a change be made to the satisfaction of the umpire

16 Two goal umpires shall be appointed for each match They shall be sole judges of goals and behinds, and their decision shall be final, except in cases where the ball has become dead, either by ringing of the bell, or decision of the field umpire Goals shall be indicated by two flags, and a behind by one flag The goal umpire must, before raising his flag or flags to register a goal, or behind, ascertain from the field umpire whether the ball had not been touched or any infringement of the rules had taken place A goal or behind given in accordance with the above cannot be annulled

17 The goal umpires shall keep a record of all goals and behinds kicked in any match, and furnish a report to the Secretary of the League within three days

18 The League may disqualify players for any term who have been reported for breaches of the laws

DEFINITIONS

1 A kick for goal must be made direct from a player's foot or below the knee

2 A drop kick is made by letting the ball drop from the hands on to the ground and kicking it the instant it rises

3 A place kick is kicking the ball after it has been placed on the ground

4 A punt consists in letting the ball fall from the hands, and kicking it before it touches the ground

5 A mark shall be either given from a place, drop, or punt kick

6 Rabbiting is one player stooping down so as to cause another to fall by placing his body below the other's hips

7 Slinging is the act of catching a player by or round the neck, and throwing him to the ground

8 Hacking is intentionally kicking an opponent

(Adopted at Meeting of League, March 12th, 1897)

AMENDMENT OF LAWS OF GAME MADE AT SPECIAL MEETING ON MAY 14th, 1897

Law 2 The word “points” is substituted for “goals”

Law 12 The following addition has been made to law “A free kick shall be given against the player infringing this law ”

Law 13 The whole has been repealed, and the following substituted

13 Tripping, hacking, rabbiting, slinging, throwing a player after he has made a mark, and when the ball is out of play, or catching hold of a player below the knee are prohibited Charging a player when he his [sic] standing still or when in the air for a mark is prohibited Pushing a player from behind or while he is in the air is prohibited under any circumstances A free kick shall be given against the player infringing this law

17. LAWS OF AUSTRALIAN FOOTBALL 1997.

PLAYING FIELD AND PLAYER POSITIONS

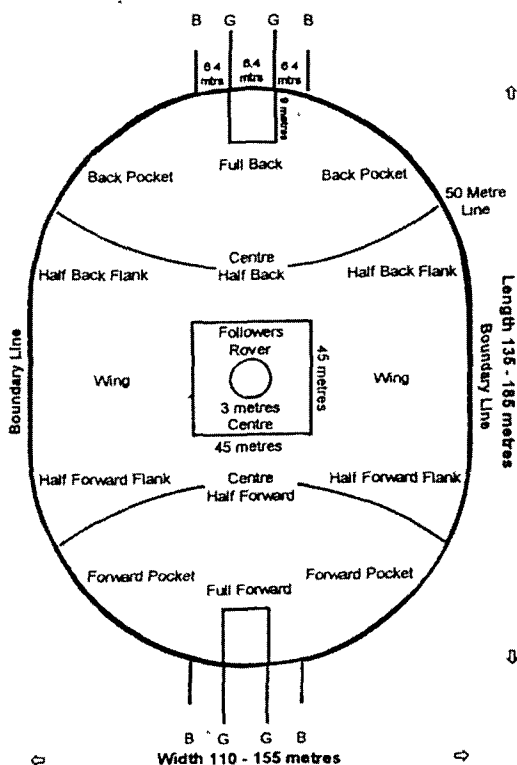


Diagram 4

1.0 PLAYING GROUND, OVAL, GOAL, BEHIND POSTS

1.1 The playing ground shall be oval in shape, between 135-185 metres in length, and between 110-155 metres in width.

1.1.1 A line known as the boundary line shall mark the boundary of the playing ground.

1.1.2 A circle three metres in diameter shall be marked in the centre of the ground and divided with a white line into two semi-circles laterally, such line to extend a maximum two metres on each side of the diameter. A square of 45 metres shall also be marked in white in the centre of the ground. In circumstances where centre areas are deemed to be impractical for bouncing a football, Controlling Bodies may approve relocation of the square.

1.1.3 Two short lines across the boundary line, 15 metres apart, shall mark the interchange area.

1.1.4 The ideal playing area is 165 metres in length and 135 metres in width.

1.2 Two goal posts 6.4 metres apart and not less than six metres in height shall be placed at each end of the playing ground.

1.3 Two behind posts shall be placed at a distance of 6.4 metres from each goal post and in a straight line with them. The minimum height of the posts should be three metres.

1.4 The line between the goal posts shall be called the goal line and the lines between the behind posts and the goal posts shall be called the behind lines.

1.5 Two lines shall be drawn at right angles to the goal line for a distance of nine metres from each post. The outer end of these lines shall be connected by a straight line. These lines shall be marked in white and known as the kick off lines.

1.5.1 This area is known as the goal square.

2.0 THE BALL

2.1 Dimensions: Footballs shall conform to a standard size of 720-730 millimetres by 545-555 millimetres and to the shape and standard specification approved by the Australian Football League.

2.2 Weight: The dry weight of the inflated ball shall be between 450 and 500 grams.

2.3 Provision of footballs: In the absence of other arrangements, the home team shall provide the ball for the match, giving the visiting team the choice of two new balls which have been approved by the umpires: Unless the captains agree to a change, the same ball shall be used throughout the match.

3.0 TEAMS

3.1 The team shall consist of fourteen to eighteen players, on the field of play at any one time and up to four interchange players.

3.1.1 The controlling body shall determine the number of players.

3.1.2 Prior to the commencement of play an official of each team shall hand to the field umpire a list of names and numbers of the players comprising the team and indicating the captain and interchange players who will not take part in the match at its commencement.

3.1.3 At any time during the course of the match, one of the players not then taking part in the match may be interchanged with one of the participating players.

3.1.4 Should circumstances require a player's number to be changed the team runner

should advise a field umpire during the next interval, or at the first available opportunity if the change occurs during the final quarter

3 1 5 The official runner and other team officials approved by the Controlling Body must wear the uniform determined by the Controlling Body and be easily identifiable by the Umpire (by way of arm band or otherwise) and name/s shall appear on the team sheet of the team concerned. It shall be the responsibility of the Controlling Body to document circumstances in which such officials may enter the playing area and to produce guidelines covering the specific duties when on the arena. Umpires shall report any breach of such guidelines to the controlling body

3 2 The procedures for the interchange of players shall be as follows

3 2 1 If there is in attendance a steward appointed by the controlling body to supervise the operation of this law, the captain, the official runner or one other nominated club official, shall request permission from the steward to make the replacement of one named player by another named player

3 2 2 The steward shall be stationed throughout the match in a prominent position as close to the boundary line as the controlling body shall approve

3 2 3 Players shall leave and enter the playing ground through the interchange area during the match unless the player is taken from the playing ground on a stretcher, in which case he may be taken from the playing ground at any point. His replacement shall enter the playing ground through the interchange area. The replaced player may return to the playing ground by way of normal interchange

3 2 4 The steward, on being satisfied that the proposed replacement is permitted under the provision of this law, shall give his permission which shall hold good for a period of three minutes from it being given, but shall then lapse if not acted upon

3 2 5 When it is necessary for a player to be taken from the playing ground on a stretcher, the field umpire shall stop play at the first appropriate opportunity after he is advised that a stretcher is on the playing ground and play will not recommence until the stretcher has left the playing ground and is outside the boundary fence or located in an area approved by the controlling body

3 2 6 When a player has been or appears to have been, so seriously injured as to prevent his being removed immediately from the playing ground, to leaving the ground

3 2 7 If a steward is not in attendance, the field umpire shall perform these duties. A request to make a replacement shall only be made during a period when time is being added to the playing time

3 2 8 The steward and field umpire shall respectively report to the controlling body any breach of the provisions of this law

3 3 The field umpire shall at the request of either captain, stop the match and call the players of the opposing team into line for the purpose of a team count. Such players shall line up in the centre square and remain until dismissed by the field umpire. The field umpire shall report to the controlling body upon every such request and result

3 3 1 If a team has been counted and found to have more than the permitted number of players on the field, taking into account players ordered from the field where a replacement of such players is not permitted, a Controlling Body shall impose a penalty by way of reverse of match result, annulment of score or part thereof, fine or censure as it shall consider proper

3 4 Subject to the approval of the Australian Football League, the controlling body in each State may reduce or increase the number of players who shall take part in any

match A State controlling body may similarly grant this authority to an affiliated league or association

4.0 PLAYERS' BOOTS JEWELLERY AND PROTECTIVE EQUIPMENT

4 1 No player shall be permitted to play in a match with apparel or protective equipment which may cause injury to himself or his opponents This shall include

4 1 1 Bootstuds or plates considered dangerous

4 1 2 A finger ring or other jewellery

4 1 3 Surgical appliances or guards

4 2 A field umpire may inspect players boots, hands and guards prior to the commencement of play or at any time prior to the conclusion of the match The Field Umpire shall have the sole prerogative to determine whether apparel or protective equipment has the potential to cause Injury

5.0 STARTING THE MATCH

5 1 Prior to the commencement of play, the field umpire shall

5 1 1 Consult the time keepers as to their readiness to commence

5 1 2 Inspect and approve the ball(s) to be used

5 2 The umpire shall toss the coin for the choice of goal

5 2 1 At the conclusion of each quarter, the teams shall change ends

5 3 Prior to starting the match, the umpire shall consult the captains as to the readiness of their teams

5 4 To commence play at the start of each quarter, the field umpire shall hold the ball aloft, sound his whistle and bounce the ball in the circle Match timing shall commence on the sound of the whistle

5 4 1 After a goal has been kicked, the ball is bounced in the circle to re-start the match

5 4 2 The field umpire shall take up a position on the white line either side of the centre circle prior to bouncing the ball

5 4 3 The above procedure is followed except when a free kick has been given after a goal has been registered and before the ball is bounced in the circle

5 4 4 The field umpire has the authority to throw the ball in the air in the event of the ground surface being considered unsuitable for bouncing In such event the umpire shall indicate to players that he intends to throw the ball up

5 5 A maximum of four players of each team is permitted in the square for the centre bounce No officials are permitted in the square for the centre bounce No player or official is permitted to enter the square or centre circle from the time the field umpire commences his approach to the centre circle until the ball touches the ground in the act of bouncing or leaves the umpires hand in the act of being thrown up The centre bounce or throw up shall be contested only by one player of each team who shall take up a position outside the centre circle in his team's defensive half Neither of these players shall enter his team's attacking half until the ball touches the ground in the act of bouncing or leaves the umpire's hand in the act of being thrown up Where the umpire determines that a poor bounce has occurred he shall call "play on" and the ball may then be contested by any player

5 5 1 In the event of a breach of this Law by a player or official, the field umpire shall award a free kick to a player of the opposing side nearest the centre circle

5 5 2 If an injured player is receiving attention from medical or training staff in the centre square at a time when the centre bounce is to occur the field umpire will not commence play until the player is removed from the square. In the event that the field umpire's direction to remove the player is not immediately complied with a free kick shall be awarded to a player of the opposing side nearest the centre circle; unless the field umpire has given permission for the player to leave the ground on a stretcher under Law 3 2 5

5 6 The field umpire shall report to the controlling body any club which is not ready to start at the appointed time

6.0 GOALS AND BEHINDS

6 1 A goal shall register six points and a behind one point. The team scoring the greater number of points shall win the match. If the points are equal, the match shall be drawn

6 2 When a ball crosses a goal or behind line or hits a goal post, the field umpire shall give the goal umpire an "All Clear" signal if there have not been any incidents in play which the field umpire intends to penalise

6 3 A score cannot be registered unless the field umpire calls or indicates "All Clear", or "Touched, All Clear" to the goal umpire

6 4 Subject to the "All Clear" signal, a goal shall be scored when the ball is kicked over the goal line by a player of the attacking team without touching a player or a goal post. A behind shall be scored in any other case when the ball passes over the goal line, or touches or passes over a goal post or passes over a behind line without touching or passing over a behind post

6 4 1 If a defending player kicks or takes the ball over the goal or behind line, a behind shall be scored

6 4 2 If the ball touches or passes over a behind post, it shall be out of bounds

6 4 3 The fact that the ball has struck or touched an umpire (or any other authorised official or replaced player) shall not prevent the scoring of a goal or a behind

6 4 4 While the ball is on the ground and a player has his hands on it, and if another player kicks the ball, it shall be deemed to have been touched in transit. If the ball goes over the goal or behind lines, the field umpire shall call "Touched, All Clear" and a behind shall be registered

6 4 5 In the event that the ball crosses a goal or behind line, or hits a goal post, and the goal umpire does not receive an all clear from the field umpire and play continues, the goal umpire shall run after the field umpire and notify him at once. On receipt of such advice, the field umpire shall stop play and give the all clear. The goal umpire shall signal and record the score and play shall recommence in accordance with these laws. In the event that a free kick has been awarded after the ball crosses the line and before the all clear has been given, the field umpire shall give the all clear and the goal umpires shall signal and record the score. The free kick shall then be taken where the infringement occurred or where the ball is at the time whichever is the greater penalty against the offending team

6 4 6 In the event that, after the all clear has been given for a goal, an infringement occurs to a player of the defending team prior to the ball being bounced in the centre circle, the resultant free kick shall be taken at the spot where the infringement occurred, or at the centre circle, whichever is the greater penalty against the offending

team

6 4 7 In the event that, after the all clear has been given for a behind, an infringement occurs to a player of the defending team prior to the ball being kicked off after the behind, the resultant free kick shall be taken at the spot where the infringement occurred, or at the back line of the centre square, whichever is the greater penalty against the offending team

6 5 The goal umpires shall be the sole judges of goals and behinds and their decisions are final, except when the ball has become dead by a decision of the field umpire

6 5 1 Upon receiving "All Clear", the goal umpire shall initially indicate a goal by raising both index fingers and a behind by raising one index finger

6 5 2 The goal umpire shall then signal a goal by waving two flags, and a behind by waving one flag A score cannot be annulled unless the goal umpire immediately rectifies a mistake by notifying the field umpire before the ball is bounced in the centre if he has wrongly signalled a goal or before the ball is kicked off in the case of a behind except when the ball has been signalled out of bounds and the signal has not been seen by the field umpire

6 5 3 When a score has been annulled, the goal umpire shall immediately stand on the centre of the goal line and hold both flags above his head in crossed position

6 6 At the first sound of the siren, the ball shall be dead, but a player who has, prior to the first sound of the siren, taken a mark or been awarded a free kick shall be allowed to kick or handball the ball A goal or behind obtained therefrom or from a ball which is in transit prior to the first sound of the siren shall be counted In the event that the siren sounds whilst the ball is in transit or whilst the player taking a kick after the siren is preparing to kick the ball, or after he has kicked the ball, an infringement occurs to a player of the attacking team before the all clear has been given, the field umpire shall blow his whistle and consult with the goal umpire as to whether a goal or behind has been kicked If a goal has been kicked the field umpire shall give the all clear and the goal shall be registered In the event that a behind has been kicked, the player offended against shall be given the option of taking the free kick at the spot the infringement occurred, or allowing the behind to be registered Should the siren sound whilst the ball is in transit, or whilst the player taking a kick after the siren is preparing to kick the ball, or after he has kicked the ball, an infringement occurs to a player of the defending team before the all clear has been given, the field umpire shall award a free kick to the player offended against at the spot where the infringement occurred

6 6 1 In the event that two or more field umpires are officiating, the ball shall be deemed dead when one of the field umpires hears the first sound of the siren That field umpire shall be the sole judge of whether the ball has been kicked or handled or whether a free kick has been awarded prior to the first sound of the siren

6 6 2 If the ball is touched in transit the field umpire must be satisfied that the score was not assisted by another player but if the ball touches any player below the knee it shall become dead and no score recorded

6 7 Controlling bodies shall authorise such officials as they deem appropriate to record scores, separate from the goal umpires In the event of the goal umpires disagreeing on the final scores, the controlling body may take the separately recorded scores into consideration in determining the result of the match

7.0 KICKING OFF FROM BEHIND

7 1 When a behind has been scored, unless a subsequent free kick has been given, any player of the defending team shall kick the ball into the field of play from within the kick off lines, the ball contact being made before the ball completely crosses the line. When the ball is being kicked off no player shall be allowed within five metres of the kick off lines.

7 2 The player kicking off may regain possession provided the ball has been kicked into the field of play beyond the kick off lines.

7 3 If the ball is not brought into play correctly, the field umpire shall bounce the ball on the centre of the kick off line.

7 4 The ball shall not be kicked off until the goal umpire has finished waving the flag.

7 5 If an opposing player attempts to delay play by moving to or standing within five metres of the kick off line or prevents the player from kicking off, the field umpire shall penalise the offending team by advancing the mark from the kick off line to the back line of the centre square - the kick to be taken at the centre of the line by the nearest player of the team offended against. In the event of a further offence against this Law, the mark to be advanced to the forward line of the centre square - the kick to be taken at the centre of the line by the nearest player of the team offended against.

7 6 If after the goal umpire has finished waving the flag a player will not kick off (time being added) when directed to do so by the field umpire, or kicks the ball over the goal or behind line, the field umpire shall bounce the ball on the centre of the kick off line.

8.0 MARKING THE BALL

8 1 A mark is catching the ball directly from the kick of another player not less than 10 metres distant, the ball being held a reasonable time and not having been touched in transit from kick to catch.

8 1 1 A mark shall be awarded to a player who crosses the boundary line from the playing ground but controls the ball before it has passed completely over the boundary line. If the field umpire is in doubt he should consult the boundary umpire.

8 1 2 A mark shall be allowed when the ball is caught and controlled on the goal, behind or boundary lines.

8 1 3 A mark will be awarded where a ball in flight strikes an umpire, or any other authorised official or replaced player.

8 2 When a player takes a mark or is given a free kick, an opponent is permitted to stand on the mark or spot where this occurrence took place.

8 2 1 Only one opponent may stand on a player's mark.

8 2 2 No other player is allowed within a corridor which extends from five metres either side of the mark to five metres either side of, and a five metre radius behind, the player with the ball. This corridor is to be known as the ten metre protected area.

8 2 3 In the event of an opponent encroaching over the mark when a player is kicking for goal and a goal is kicked, the field umpire shall give the "All Clear" and the goal shall be registered. If a goal has not been kicked, the player shall be given the option of another kick, and the mark shall be advanced 50 metres.

9.0 BALL DISPOSAL

The ball may be kicked or handballed.

9 1 A player shall handball the ball by holding the ball in one hand and hitting it with the clenched fist of the other hand. If the ball is not handballed correctly, a free kick shall be given to the nearest opponent.

9 2 A player may kick the ball by making contact with the ball below the knee.

9 2 1 A player who takes a mark or is awarded a free kick shall play the ball from directly behind the spot where the mark or free kick was awarded. The ten metre protected area shall apply. If the player attempts to play the ball other than in a direct line over the mark, the field umpire shall call "Play On" and the ball shall immediately be in play.

9 2 2 When it is necessary for a defending player, from a free kick or mark, to play the ball from beyond the goal or behind line, the player on the mark shall not be permitted to come within five metres of the goal or behind lines. In such cases, the ball must be played directly over the mark. If there is no player on the mark, the ball may be played in any direction provided it is brought into play over the goal, behind or boundary line originally crossed.

9 2 3 When a player is kicking for goal from a mark or a free kick, the kick shall be taken along a direct line through the mark to the centre of the goal line.

9 2 4 The ball shall be deemed to be brought into play when any portion of it is on or above the boundary line.

9 2 5 If a player taking his kick from outside the boundary line after having been awarded a mark or a free kick, fails to take the ball into play, or attempts to play on outside the boundary line, the ball shall be deemed to be out of bounds. The ball will then be thrown into play by the boundary umpire from the spot where the original mark or free kick took place.

9 2 6 If a player on the defending team, from a free kick or mark, kicks from behind the goal or behind lines and the ball hits either a goal or behind post, the field umpire shall direct the time keepers to add time on and give the player another kick to put the ball into play.

10.0 BALL POSSESSION

10 1 A player may hold the ball for any length of time provided he is not held by an opponent.

10 2 If he runs with the ball he must bounce it or touch it on the ground at least once within every 15 metres from the commencement of his run, whether running in a straight line or turning and dodging.

10 3 If a player with the ball bounces it, he is deemed to be in possession of the ball.

10 4 If he runs with the ball and handballs it over an opponent's head and catches it, he must, within 15 metres of commencing his run or striking the ball on the ground, bounce it or touch the ground with it or dispose of the ball.

10 5 A player who lies on or over the ball is deemed to be in possession of the ball.

11.0 HOW A PLAYER MAY BE CHECKED OR TACKLED

11 1 A player may be fairly met or checked by an opponent by the use of the hip, shoulder, chest, arms or open hand provided the ball is not more than five metres away.

11 2 A player may be pushed in the chest or side or shepherded by an opponent provided the ball is not more than five metres away.

11 3 A player in possession of the ball may fend off a prospective tackler by pushing him with an open hand in the chest, shoulder or side

11 4 A player in possession of the ball may be tackled and grasped in the area below the top of the shoulders and on or above the knees. The tackle may be from front, side or behind provided that the tackle from behind does not thrust forward the player with the ball

11 5 Procedures for administering this law are as follows

11 5 1 A player in possession of the ball who has had a reasonable time (prior opportunity) to dispose of the ball must when legally held by an opponent firmly enough to retard his progress, dispose of the ball by a kick or handball within a reasonable time of being held, otherwise a free kick shall be awarded against the player for failing to dispose of the ball in a legal manner

11 5 2 The field umpire shall bounce the ball when the player with the ball has the ball held to his body by an opponent, unless the player has had a reasonable time to dispose of the ball prior to being tackled in which case a free kick shall be awarded for holding the ball

11 5 3 A player who elects to dive on the ball and/or drag the ball under him when he is on the ground, will be penalised for holding the ball if he does not immediately hit the ball clear when held legally

11 5 4 A player not in possession of the ball when held by an opponent, shall be awarded a free kick

11 5 5 When a player claims a mark, the ball having been touched in transit, and retains possession when held by an opponent the field umpire shall not award a free kick but bounce the ball if he is satisfied that the player did not hear his call of "Play On". But if the ball has been taken away from the player by another player, the field umpire's call "Play On" shall hold good

11 5 6 The field umpire shall allow play to continue if a player in the act of kicking or handball, is swung off balance and his fist or hand does not connect with the ball

11 5 7 The field umpire shall allow play to continue if a player is bumped and the ball falls from his hands

11 5 8 The field umpire shall allow play to continue when a player's arm is knocked, causing him to drop the ball

11 5 9 The field umpire shall allow play to continue if a player has his arms pinned to his sides causing him to drop the ball

11 5 10 The field umpire shall allow play to continue if a player is pulled by one arm or swung causing the ball to fall from his hand

12.0 FREE KICKS

12 1 The spirit of the laws relating to awarding free kicks is

12 1 1 The player who makes the ball his sole objective shall be given every opportunity to gain possession of the ball

12 1 2 The player who has possession of the ball and is held by an opponent shall be given a reasonable time to kick or handball the ball.

12 1 3 The ball shall be kept in motion. The field umpire shall call "Play On" even though a free kick should have been awarded but by so doing would penalise the team offended against

12 2 All breaches of the laws shall be penalised whether the ball is dead or in play

The field umpire shall sound his whistle for the awarding of a free kick Unless otherwise specified, the player nearest to the opponent who commits a breach of the Laws shall receive the free kick

12 2 1 If the field umpire has sounded his whistle for a free kick, he may cancel such a free kick by calling "Play On" if the side offended against will be penalised by enforcing the free kick Should the field umpire cancel a free kick he may reverse the decision if it is obvious that it is not to the advantage of the team concerned

12 2 2 A player awarded a free kick must go back to the spot where the breach occurred before being allowed to kick or play the ball If such player kicks or plays the ball without complying with this law, the field umpire shall stop play and enforce compliance

12 2 3 A free kick shall be awarded against a player who throws or hands the ball to another player, or to the advantage of play, while the ball is in play

12 2 4 When a player who has taken a mark or been awarded a free kick is, in the opinion of the field umpire, unable to dispose of the ball through accident or the deliberate action of an opponent, the field umpire shall award a free kick to the nearest player of the same team at the time the Incident occurred The kick shall be taken at the spot nearest to where the incident occurred

12 2 5 If a player has been awarded a free kick or a mark, and before the kick is taken a further breach of the laws is made by a player on the same side as the first offender the field umpire shall sound his whistle and direct the free kick to be taken by a teammate at the spot where the subsequent breach took place, if doing so will penalise the offending team Where a subsequent breach is committed by a teammate of the player taking the kick, a free kick shall be given to the nearest opponent at the spot of the original free kick, if doing so will penalise the offending team

12 2 6 If a breach of the laws is committed, regardless of the position on the field, the free kick is to be taken at the spot where the infringement occurred or where the ball is at the time, whichever would be the greater penalty for the offending team

12 2 7 A free kick shall be given if a player infringes any of the laws between the time the field umpire sounds his whistle and bounces the ball

12 3 Free kicks for infringements concerning the field umpire bouncing the ball will be awarded against the player who

12 3 1 Enters the centre circle when the field umpire is in the act of bouncing the ball at the start of the match, the start of each quarter, and after a goal has been scored

12 3 2 Interferes with an opponent from the time the ball has been bounced in the centre circle until the ball subsequently makes contact with a player or the ground

12 3 3 Unduly interferes with the bouncing of the ball by the field umpire or deliberately interferes with an umpire during the progress of the match

12 4 A free kick will be awarded against a player who interferes with an opponent in the following manner

12 4 1 Interferes with an opponent from the time the ball goes out of bounds, until the ball, after being thrown in by the boundary umpire, makes contact with a player or the ground.

12 4 2 When a goal is kicked by a player and while the ball is being kicked or is in transit a breach of the laws is made by an opponent, the field umpire shall give the "All Clear" signal and the goal shall be registered, but in the event of a behind being scored the ball not having touched the ground or player, the player shall be given the

option of another kick

12 4 3 After the ball has been kicked and an infringement occurs and the ball crosses the behind line on the full or hits the goal post on the full, the option of another kick shall be given to the player who originally kicked the ball at the spot from where the kick originated. If the breach of the laws occurred before or during the act of kicking or handball, a free kick shall be taken by the player offended against, at the spot where the breach occurred, provided that the team offended against will not be penalised by the taking of such a free kick.

12 4 4 If a breach of the Laws is made by a player of the attacking Side, the field umpire shall not signal "All Clear" but must award a free kick, to the nearest player of the defending team.

12 4 5 If a player is fouled immediately after scoring a goal or behind and after the field umpire has given the "All Clear"~ the field umpire shall award such player a free kick at the spot where the offence took place. Another score may then be registered without the ball having been bounced in the centre circle or kicked off.

12 4 6 If a breach of the laws is committed against a player who has disposed of the ball, or who is shepherding for a teammate with the ball and this occurs after the ball has been kicked or handballed a penalty free kick shall be awarded to a player of the team offended against at the spot where the ball first touched the ground, a player, was marked or went out of bounds. If the awarding of such a free kick will penalise the team offended against, the free kick shall be given to the player who originally kicked the ball.

12 4 7 Trips or kicks, attempts to trip or kick or slings an opponent, or when not in possession of the ball, kicks in a manner likely to cause injury to an opponent, or strikes or attempts to strike an opponent with either hand or arm or deliberately with the knee.

12 5 A free kick shall be awarded against a player who kicks the ball out of bounds in the following manner:

12 5 1 Kicks the ball out of bounds on the full. The free kick shall be taken at the spot where the ball went out of bounds across the boundary line or adjacent to the behind post.

12 5 2 When kicking off after a behind has been registered, the ball is kicked out of bounds without it having been touched by any player a free kick shall be given at the spot where the ball went out of bounds.

12 5 3 Wilfully kicks or forces the ball out of bounds without it being touched by another player.

12 6 A free kick shall be awarded against the player who checks or tackles an opponent in the following manner:

12 6 1 Catches hold of an opponent below the knee or by the neck or head, which includes the top of the shoulder.

12 6 2 Charges an opponent.

12 6 3 Pushes an opponent from behind in any way, except when legitimately going for a mark, a player may interfere with an opponent from behind.

12 6 4 Pushes, bumps or shepherds an opponent in the face, head, neck or in the shoulder.

12 6 5 Pushes bumps or shepherds an opponent who is in the air for a mark.

12 6 6 Shepherds an opponent when the ball is more than five metres away or is out

of play

12 6 7 Deliberately holds back or throws an opponent after that opponent has kicked or handballed the ball No free kick shall be given if the player, unable to release his hold at once, throws the opponent down

12 7 A free kick shall be awarded against a player who interferes with play as follows

12 7 1 If the ball is in transit towards goal from a free kick, mark or field kick and an opponent shakes the goal post, the field umpire shall give the player the option of another kick if in the umpires's opinion, the opponent's action could have affected the result

12 7 2 If a teammate shakes the goal post, the field umpire shall award a free kick to the nearest opponent at the spot from where the ball was kicked

12 8 A free kick shall be awarded against a player who wilfully wastes time by not allowing the ball to be brought into play prior to or when directed to do so, by the field umpire

12 9 A free kick shall be awarded against the team as follows

12 9 1 Any official runner trainer, medical officer, other approved team official or replaced player who interferes with the ball, the play or a player of the opposing team during the course of the game shall cause the field umpire to award a free kick to the nearest player of the team offended against at the spot of the infringement, or where the ball is at the time, whichever would be a greater penalty to the offending team When a player is awarded a set kick at goal and an opposition player climbs on the shoulders of a teammate before the kick is taken, the mark shall be advanced to the centre of the goal line and the player with the kick shall be permitted to kick from directly in front of goal

12 9 2 A free kick shall be awarded against a player who carries the ball across the boundary line, and after a boundary umpire signals out of bounds, does not give the ball immediately to the boundary umpire or drop it directly to the ground

12 9 3 A free kick shall be awarded against a player who touches the ball after it has passed outside the boundary line and been signalled out of bounds by the boundary umpire, except for a player of the team to receive the free kick when the ball has been kicked out on the full, kicked out directly from a kick off from a behind, or wilfully kicked or forced out without being touched by another player

12 9 4 A free kick shall be awarded against a player who uses abusive, insulting or obscene language to an umpire or behaves in an abusive, insulting or obscene manner towards an umpire

13. 50 METRE PENALTY

13 1 A 50 metre penalty will be applied in instances where the actions of a player encroach over the mark waste time and/or delay the play or where a player uses abusive, insulting or obscene language to an umpire or behaves in an abusive, insulting or obscene manner towards an umpire when an opposition player has been awarded a mark or free kick

13 2 When the umpire applies a 50 metre penalty, he shall signal "time on" The player receiving the penalty shall not be permitted to play on The mark shall then be advanced 50 metres in a direct line with the centre of the goal The player receiving the penalty shall be given free access to take up a position behind the advanced mark

When the umpire is satisfied the player has taken up a correct position, he will instruct the time keepers to stop adding time irrespective of whether an opponent is standing on the mark

13 3 A 50 metre penalty shall have the same implication as a free kick

13 4 If a free kick or mark has been awarded and a player of the opposing team runs through the 10 metre protected area, unless accompanying or following an opponent within five metres, a 50 metre penalty shall be awarded

13 5 Where a 50 metre penalty advances the mark to the centre of the goal line, the kick shall be taken from directly in front of the advanced mark

13 6 Where a player has been awarded a mark or free kick and another player of the same team is unlawfully prevented from running past the spot of the mark or free kick, a 50 metre penalty shall be awarded to the player originally awarded the mark or free kick

13 7 Where a free kick is awarded for intentionally tripping, a 50 metre penalty shall automatically apply

13 8 To suit local requirements controlling bodies may reduce the distance of the penalty to 25 metres

14.0 PLAY ON

The field umpire shall call and indicate “Play On” and the ball shall immediately remain in play in any of the following circumstances

14 1 When an umpire or any other authorised official or player is struck by the ball while it is in play

14 2 When the ball, having been kicked, is touched while still in transit

14 3 When the ball is caught directly from a kick of another player less than 10 metres distant

14 4 When the field umpire cancels a free kick

14 5 When a player who has taken a mark or been awarded a free kick, attempts to run, handball or kick otherwise than over his mark

15.0 BOUNCING THE BALL

15 1 The field umpire shall bounce the ball in the following circumstances

15 1 1 At the start of the match, at the start of each quarter and after each goal has been kicked, except when a breach of the laws has been penalised by the awarding of a free kick

15 1 2 When in doubt as to which player has taken a mark

15 1 3 When a player in kicking off after a behind has been registered, fails to correctly bring the ball into play, the ball to be bounced on the centre of the kick off line

15 1 4 In a scrimmage where players are struggling in undue confusion for possession of the ball

15 1 5 When the field umpire has bounced the ball and it goes over the goal, behind or boundary line without having been touched by any player

15 1 6 When a player claims a mark, the ball having been touched, and retains possession of the ball when held by an opponent, the field umpire will bounce the ball if he is satisfied the player did not hear his call of “Play On”

15 1 7 When a goal umpire is unable to see whether the ball goes over the goal or behind lines, and cannot give a decision, the ball shall be bounced on the centre of the

kick off line in front of goal

15 1 8 When there is simultaneous encroachment of players from opposing teams, into the centre square prior to the ball being bounced

16.0 UMPIRES: DUTIES AND INSTRUCTIONS

16 1 APPOINTMENT OF UMPIRES

16 1 1 The controlling body shall appoint for each match a field umpire, two boundary umpires, and two goal umpires. The field umpire shall have full control of play and shall award penalties in accordance with the laws.

16 1 2 The controlling body may appoint additional field and boundary umpires to officiate throughout the period of the match. All additional umpires shall have the powers conferred under these laws.

16 2 REPLACEMENT OF UMPIRES

16 2 1 When any umpire, before or during the progress of the game, becomes incapable through sickness, injury or accident in performing his duties, a substitute shall be chosen according to arrangements made by the controlling body.

16 2 2 In matches played without boundary umpires, the duties assigned to them by the laws shall be determined by the field umpire.

16 3 UMPIRES' ROOMS

16 3 1 No person other than the umpires officiating in the match and their trainers shall enter the umpires' dressing room while the umpires are there. Each umpire is individually responsible for seeing that this law is observed and must report to the controlling body any person who breaches this law.

16 3 2 The provisions of this law do not apply to members of an Umpires' Appointments Board or to other persons authorised by the controlling body to select and appoint umpires to matches or such other persons or class of persons to whom the controlling body shall from time to time determine this law shall not apply.

16 3 3 Persons infringing this law may be dealt with as the controlling body thinks fit.

16 4 INSPECTION OF PLAYERS' EQUIPMENT

16 4 1 Prior to the commencement of play a field umpire may inspect the boots, hands and guards of players. The field umpire may similarly inspect the players' equipment at any time during the game.

16 5 FIELD UMPIRES

Field umpires shall indicate to the time keepers when "Time On" is to be added due to a delay in play, and shall indicate that "Time On" has ended when satisfied that play is ready to recommence.

16 6 BOUNDARY UMPIRES

16 6 1 The boundary umpire shall be subject to being directed by the goal umpire, in relation to a score or when the ball hits or goes directly over the behind post, be the sole judge of when the ball is "out of bounds" or "out of bounds on the full".

16 6 2 To be out of bounds, the ball must be completely outside the boundary line, or, have hit the behind post after first having touched the ground or having been touched by a player. If any portion of it is on or above the boundary line, the ball is still in play.

16 6 3 When the ball has completely crossed the boundary line, or hit the behind post after first touching the ground, or touched by a player, the boundary umpire shall

immediately signal to the field umpire and bring the ball back to the spot where it crossed the line or hit the post

16 6 4 Boundary umpires may use a whistle when indicating that the ball is “out of bounds”, but the whistle must be used in conjunction with the raising of one arm

16 6 5 When the ball has been kicked out of bounds on the full, the boundary umpire may sound his whistle and shall indicate, by raising his arms sideways to shoulder level, that the ball has fully crossed the line without having been touched in transit by a player. The boundary umpire shall indicate to the field umpire the spot on the boundary line where the ball crossed the line and from which a free kick to the nearest opponent shall be awarded

16 6 6 When the boundary umpire signals that the ball is out of bounds the field umpire shall immediately sound his whistle to indicate that the ball is out of play. When directed by the field umpire, the boundary umpire shall throw the ball over his head towards the centre of the field to a distance of between 10 and 15 metres and reaching a height not less than 3 metres

16 6 7 When a goal umpire signals a “behind” and a boundary umpire signals “out of bounds”, the decision of the goal umpire shall prevail

16 6 8 In the event that the boundary umpire signals the ball out of bounds and the signal is not acknowledged by the field umpire and play continues, the boundary umpire shall run after the field umpire and notify him that the ball is out of bounds. On receipt of such advice the field umpire shall stop play and order the ball to be taken back to the spot where it crossed the boundary line to be thrown in, or kicked in if it has been kicked out on the full. Where the field umpire has awarded a free kick, or applied a 50 metre penalty, after the ball has crossed the boundary line and prior to the boundary umpire notifying him, out of bounds lapses. In the event that a score is registered after the ball has crossed the boundary line and prior to the boundary umpire notifying the field umpire, he shall order the score to be annulled and the ball taken back to where it crossed the boundary line to be brought into play in accordance with these laws

16 6 9 When a goal is scored the boundary umpires shall bring the ball back to the centre as quickly as possible without waiting for the ball to be kicked or handed to them and shall give it to the field umpire

16 6 10 At centre bounces, players may enter the centre square until the field umpire commences his approach to bounce the ball. Boundary umpires shall penalise only players who step over the white line after the field umpire commences his approach, and until the ball touches the ground in the act of bouncing or is thrown up by the field umpire

16 7 GOAL UMPIRES

16 7 1 Goal umpires shall keep a record of all goals and behinds scored in a match and furnish a report within the time specified by the controlling body

16 7 2 In the event of a goal umpire observing the field umpire line a team up for the purpose of counting the players, he shall make a record of the scores at that time

16 7 3 Goal umpires shall signal and record a goal or behind, as the case may be, upon receiving the “all clear” or “touched, all clear” from the field umpire. They shall not concern themselves with the question as to whether the siren has or has not sounded at any period of the match

16 7 4 The goal umpire must watch the play closely, but if he is unable to decide who

kicked the ball over the goal or behind line, he may consult the field umpire before making a decision

16 7 5 Goal umpires are directed not to get in the way of players between goal and behind posts

16 8 REPORTING PLAYERS AND OFFICIALS

16 8 1 Umpires may report to the controlling body any player or official who during the progress of the match or on the day of the match and within the immediate proximity of the venue where the match is conducted commits a reportable offence. A player or official shall be deemed to be no longer within the immediate proximity of the venue where the match is conducted on the day of the match when a player or official has left the immediate proximity following completion of the match

16 8 2 Umpires may report an offending player without taking into consideration whether the offending player received provocation or not

16 8 3 Umpires may caution a player but must not at any time threaten a player

16 9 REPORTABLE OFFENSES

A player or official who commits the following offenses may be reported

16 9 1 Unduly interferes with, or assaults, or uses threatening language to an umpire or behaves in a threatening manner towards an umpire

16 9 2 Assaults another player or official

16 9 3 Intentionally kicks or attempts to kick an opponent or official

16 9 4 Commits an act of misconduct

16 9 5 Wilfully wastes time

16 9 6 Unduly interferes with a player whilst such player is kicking for goal

16 9 7 Disputes the decision of an umpire

16 9 8 Uses abusive, insulting or obscene language to an umpire or behaves in an abusive, insulting or obscene manner towards an umpire

16 9 9 Uses abusive, threatening or insulting language

16 9 10 If when a player is preparing to kick for goal after being awarded a mark or free kick, or if the ball is in transit, a player shakes the goal post

16 9 11 Throws an opponent after that player has taken a mark, or after the ball is otherwise out of play

16 9 12 Violently pushes an opponent after that player has disposed of the ball

16 9 13 Intentionally trips or attempts to trip an opponent by foot or leg

16 9 14 Strikes or attempts to strike a player or official with his hand or arm

16 9 15 Charges an opponent

16 9 16 Engages in unduly rough play by committing a breach of the Laws against an opponent in a deliberate and violent manner

16 9 17 Remains on the playing ground not wearing proper uniform after being warned by the umpire

16 9 18 Wears unacceptable equipment - boot studs, rings, jewellery, surgical appliances or guards

HOCKEY

18. RULES OF THE 1875 HOCKEY ASSOCIATION

1 The maximum length of the ground shall be 150 yards and the minimum 100 yards, the maximum breadth shall be 80 yards and the minimum 50 yards. The length and breadth shall be marked with flags and the goals shall be upright posts 6 yards apart, with a tape across them 7 feet from the ground.

2 The sticks used shall be curved ones approved by the committee of the association. The ball shall be an ordinary sized cricket ball.

3 The game shall be commenced and renewed by a bully in the centre of the ground. Goals shall be changed at half time only.

4 When the ball shall be hit behind the goal-line by the attacking side, it shall be brought out straight 15 yards and started again by a bully, but if hit behind by one of the side whose goal-line it is, a player of the opposite side shall hit it from within one yard of the nearest corner flag post and no player shall be allowed within 20 yards of the ball until hit out.

5 When a ball is in touch, a player of the opposite side to that which hit it out shall roll it out from the point on the boundary line where it left the ground, in a direction at right angles with the boundary line at least 10 yards, and it shall not be in play until it has touched the ground, and the player rolling it shall not play it until it has been played by another player, every player being then behind the ball.

6 When a player hits the ball any one of the same side who at the moment of hitting is nearer to the opponent's goal-line is out of play, and may not touch the ball himself nor in any way whatsoever prevent any other player from doing so, until the ball has been played, unless there are at least three of his opponents nearer their own goal-line, but no player is out of play when the ball is hit from the goal-line.

7 The ball may be stopped, but not carried or knocked on by any part of the body. No player shall raise his stick above his shoulder. The ball shall be played from right to left, and no left or back-handed play, charging, tripping, collaring, kicking or shinning shall be allowed.

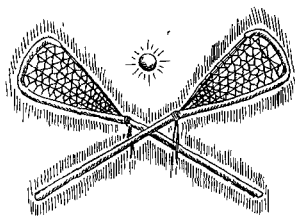
8 To obtain a goal a player must hit the ball between the posts and under the tape.

9 No goal shall be allowed if the ball be hit from a distance of more than 15 yards from the nearest goal posts.

10 In all cases of a bully every player shall be behind the ball.

11 On the infringement of any of the above rules the ball shall be brought back and a bully shall take place.

12 The ordinary number of players shall be 11 a side.



LACROSSE

19. LACROSSE

THE
NATIONAL GAME OF CANADA
by W G Beers

Secretary of the National Lacrosse Association of Canada
Published with the sanction of the National Lacrosse Association of Canada
MONTREAL
DAWSON BROTHERS
1869

LAWS OF LACROSSE 1868.

*Revised and Adopted Sept 25th and 26th, 1868, by the
National Lacrosse Association of Canada*

RULE I—The Crosse

Sec 1 The crosse may be of any length to suit the player, woven with cat-gut, which must not be bagged ("Cat-gut" is intended to mean raw-hide, gut, or clock-strings, not cord or soft leather) The netting must be flat when the ball is not on it In its widest part the crosse shall not exceed one foot No string must be brought through a hole at the side of the tip of the turn A leading string, resting upon the top of the stick, may be used, but must not be fastened, so as to form a pocket, lower down the stick than the end of the length strings The length strings must be woven to within two inches of their termination, so that the ball cannot catch in the meshes

Sec 2 Players may change their crosse during a match

RULE II—The Ball

The ball must be India rubber sponge, not less than eight and not more than nine inches in circumference In matches it must be furnished by the challenged party

RULE III—The Goals

The goals may be placed at any distance from each other, and in any position agreeable to the captains of both sides The top of the flag-poles must be six feet above the ground, including any top ornament, and six feet apart In matches they must be furnished by the challenged party

THE GREAT BALL GAME BETWEEN THE WINGED BIRDS AND THE FOUR-LEGGED ANIMALS

Our grandfather told us many stories that would relate to lacrosse and how one is to conduct himself, and how important one can be to a lacrosse game



Taken from "The Original National Pastime – Lacrosse Swings Back Big" in the Magazine of The Buffalo News, March 13, 1994, p 19

RULE IV —The Goal-Crease

There shall be a line or crease, to be called the Goal-Crease, drawn in front of each goal, six feet from the flag-poles, within which no opponent must stand unless the ball has passed cover-point

RULE V —Umpires

Sec 1 There must be two umpires at each goal, one for each side, who must stand behind the flags when the ball is near or nearing the goal Unless otherwise agreed upon by the captains, they must not be members of either club engaged in a match nor shall they be changed during a match except for reasons of illness or injury They must be thoroughly acquainted with the game, and in every way competent to act Before a match begins, they shall draw the players up in line, and see that the regulations respecting the crosse, spiked soles, &c , are complied with They must also see that the regulations are adhered to respecting the ball, goal, goal-crease, &c , and, in deciding any of these points, shall take the opinion of the captains and the referee They must know, before the commencement of a match, the number of games to be played They shall have power to decide all disputes, subject to Rule VI, and to suspend, for any time during the match, any player infringing these laws, the game to go on during such suspension

Sec 2 No Umpire shall, either directly or indirectly, be interested in any bet upon the result of the match No person shall be allowed to speak to the umpires, or in any way distract their attention, when the ball is near or nearing their goal

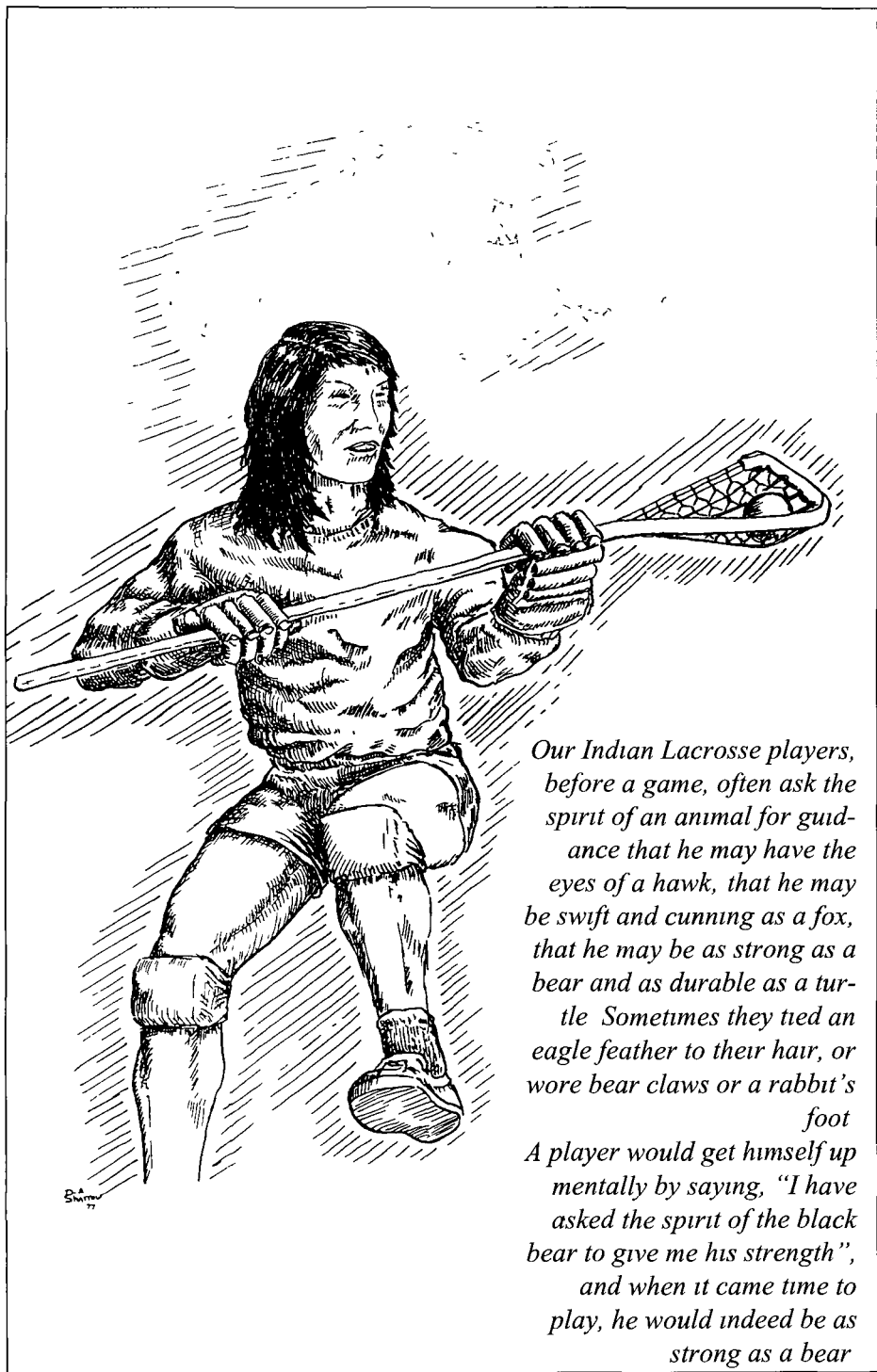
Sec 3 When "foul" has been called, the umpires must leave their posts and cry "time", and from that time the ball must not be touched by either party, nor must the players move from the position in which they happen to be at the moment, until the umpires have returned to their posts, and "play" is called If a player should be in possession of the ball when the umpires leave their posts, he must drop it on the ground in front If the ball enters goal after the umpires have left their posts, it will not count The jurisdiction of umpires shall not extend beyond the day of their appointment They shall not decide in any manner involving the continuance of a match beyond the day on which it is played

RULE VI —Referee

The umpires shall select a referee, to whom all disputed games and points whereon they are a tie, may be left for decision, and who must be thoroughly acquainted with the game, and in every way competent to act He shall take the evidence of the players particularly interested, the respective opinions of the differing umpires, and, if necessary, the opinions and offers of the captains, in case where the discontinuance of the game is threatened His decision shall be final Any side rejecting his decision, by refusing to continue a match, shall be declared the losers The referee must be on the ground at the commencement of and during the match, but during play he shall not be between the two goals

RULE VII —Captains

Captains, to superintend the play, may be appointed by each side, previous to the commencement of a match They shall be members of the club by whom they are appointed, and no other They may or may not be players in a match, if not, they shall not



Our Indian Lacrosse players, before a game, often ask the spirit of an animal for guidance that he may have the eyes of a hawk, that he may be swift and cunning as a fox, that he may be as strong as a bear and as durable as a turtle. Sometimes they tied an eagle feather to their hair, or wore bear claws or a rabbit's foot. A player would get himself up mentally by saying, "I have asked the spirit of the black bear to give me his strength", and when it came time to play, he would indeed be as strong as a bear

Taken from "The Original National

carry a crosse, nor shall they be dressed in Lacrosse uniform They shall select umpires, and toss up for choice of goal They shall report any infringement of the laws during a match to the nearest umpires

RULE VIII —Names of Players

The players of each side shall be designated as follows "Goal-keeper," who defends the goal, "Point," first man out from goal, "Cover-point," in front of Point, "Centre," who faces, "Home," nearest opponent's goal Others shall be termed "Fielders "

THE GAME

RULE IX—Miscellaneous

Sec 1 Twelve players shall constitute a full field, and they must be regular members of the club they represent, and no other, for at least thirty days prior to a match

Sec 2 A match shall be decided by the winning of three games out of five, unless otherwise agreed upon

Sec 3 Captains shall arrange, previous to a match, whether it is to be played out in one day, postponed at a stated hour, or in the event of rain, darkness, &c , or to be considered a draw under certain circumstances, and, if postponed, if it is to be resumed where left off

Sec 4 If postponed and resumed where left off, there shall be no change of players on either side

Sec 5 Either side may claim at least five minutes' rest, and not more than ten, between each game

Sec 6 No Indian shall play in a match for a white club, unless previously agreed upon

Sec 7 After each game, players must change goals

Sec 8 No change of players must be made after a match has commenced, except for reasons of accident or injury during the match When a match has been agreed upon, and one side is deficient in the number of players, their opponents may either limit their own numbers to equalize the sides, or compel the other side to fill up the complement

RULE X —Spiked Soles

No player must wear spiked soles

RULE XI —Touching the Ball with the Hand

The ball must not be touched with the hand, save in cases of Rules XII and XIII

RULE XII —Goal-Keeper

Goal-keeper, while defending goal within the goal-crease, may pat away with his hand, or block the ball in any manner

RULE XIII —Ball in an Inaccessible Place

Should the ball lodge in any place inaccessible to the crosse, it may be taken out by the hand, and the party picking it up, must "face" with his nearest opponent.

RULE XIV —Ball out of Bounds

Balls thrown out of bounds must be picked up with the hand, and "faced" for at the nearest spot within the bounds

RULE XV —Throwing the Crosse

No player shall throw his crosse at a player or at the ball under any circumstances

RULE XVI —Accidental Game

Should the ball be accidentally put through a goal by one of the players defending it, it is game for the side attacking that goal Should it be put through a goal by any one not actually a player, it shall not count

RULE XVII —Ball Catching in Netting

Should the ball catch in the netting, the crosse must immediately be struck on the ground to dislodge it

RULE XVIII —Rough Play, &c

No player shall hold another with his crosse, nor shall he grasp an opponent's stick with his hands, under his arms, or between his legs, nor shall any player hold his opponent's crosse with his crosse in any way to keep him from the ball until another player reaches it No player shall deliberately strike or trip another, nor push with the hand nor must any player jump at to shoulder an opponent, nor wrestle with the legs entwined so as to throw his opponent

RULE XIX — Threatening to Strike

Any player raising his fist to strike another, shall be immediately ruled out of the match

RULE XX —Foul Play

Sec 1 Any player considering himself purposely injured during play, must report to his captain, who must report to the umpires, who shall warn the player complained of

Sec 2 In the event of persistent fouling, after cautioning by the umpires, the latter may declare the match lost by the side thus offending, or may remove the offending player or players, and compel the side to finish the match short-handed

RULE XXI —Interrupted Matches

In the event of a match being interrupted by darkness or to any other cause considered right by the umpires, and one side having won two games – the other none – the side having won the two games shall be declared winners of the match Should one side have won two games, and the other one, the match shall be considered drawn

RULE XXII —Amendments

Any amendment or alteration proposed to be made in any part of these laws, shall be made only at the Annual Conventions of the National Association, and by a three-fourths vote of the members present

20. THE LAWS OF LACROSSE 1909

Extract from 'Hockey and Lacrosse' published 1909 by George Routledge & Sons Ltd, London Author E T Sachs 'Revised and brought down to 1909 by Frank Sachs' Published under the Authority of the English Lacrosse Union

I: THE CROSSE

Sec 1 The Crosse may be of any length to suit the players In its widest part the Crosse shall not exceed one foot A string must be brought through a hole at the side of the tip of the turn, to prevent the point of the stick catching an opponent's Crosse A leading string resting upon the top of the stick may be used, but must not be fastened so as to form a pocket lower down the stick than the end of the length-strings

The length-strings must be woven to within two inches of their termination, so that the ball cannot catch in the meshes

Sec 2 No kind of metal, either in wire or sheet, screws, or nails, shall be allowed upon the Crosse Splices must be made with either string or gut

II: THE BALL

The ball must be of india-rubber sponge, not less than eight inches and not more than eight and a quarter inches in circumference It must weigh not less than four and a quarter ounces, and not more than four and a half ounces In matches it must be furnished by the home club

III: THE GOALS

The goals shall be placed not less than 100 yards and not more than 150 yards apart, unless otherwise arranged, and in any position agreeable to the Captains of both sides The posts must be six feet apart, and the tops thereof, including any ornament, must be six feet above the ground In matches they must be furnished by the home club. Goal Nets may be used if agreed to by both Captains

IV: THE BOUNDARIES

The boundaries of the field of play shall be agreed upon by the Captains before the commencement of the match

Should the ball be thrown out of bounds, the Referee shall, unless the Captains have arranged otherwise, call "stand," and the ball shall then be "'faced" by the two nearest players not less than four yards within the bounds at the point where the ball went out

V. THE UMPIRES

Sec 1 There must be only one Umpire at each goal, who shall be agreed to by both Captains before the commencement of the match They shall not be changed during the progress of a match without the consent of both Captains They shall not change goals during a match

Sec 2 No Umpire shall, directly or indirectly, be interested in any bet upon the result of the match No person shall be allowed to speak to the Umpires, or in any way distract their attention

Sec 3 The Umpire shall stand behind the posts In the event of a "goal" being claimed, he shall at once decide whether or not the ball has fairly passed through the goal-space, his decision being simply "goal or "no-goal " His decision shall be final, without appeal, and he shall not be required to give a reason

Sec 4 In the absence of a Referee, the Umpires shall assume his functions, as set down in Law VI, each over his own half of the field One only shall act as timekeeper and starter failing a Referee, and this to be decided by tossing

VI: THE REFEREE

Sec 1 The Referee shall be selected by the Officers of the competing teams at any time prior to the match He shall be a disinterested person

Sec 2 Before the match begins he shall see that Umpires have been properly chosen

Sec 3 He shall draw up the players in lines, and see that the regulations respecting the crosses, ball, goals and spiked shoes, etc , are adhered to He shall ascertain the length of time the match shall last, directly from both Captains, and he shall be sole timekeeper and starter

Sec. 4 If the Referee observe any *infringement* of the rules or when a "foul" claimed by any player has been allowed, or in any case of injury or accident (Law VIII Secs 2 and 3), the Referee shall immediately call "stand " If the ball enter goal after "stand"

has been called by the Referee, it shall not count, or if a foul be claimed by one side and their opponents score a goal immediately afterwards, the Referee shall first give a decision on the foul, which, if allowed, shall nullify the goal. If the foul, however, be claimed by the scoring party, whether the claim be allowed or not, a goal scored before the Referee has called "stand" shall count.

Sec 5 The infliction of penalties (Law XII), shall be in the province of the Referee, without appeal, and any side rejecting this decision or refusing to continue the match shall be declared the losers.

Sec 6 The Referee shall arbitrate in all disputes between the Captains, and his decision shall be final.

Sec 7 At the commencement of each game, and after "stand" has been called, the Referee shall see that the ball is properly faced," or otherwise dealt with according to the Laws. No "face" shall take place within ten yards of the centre of goal when it is caused by the action of an attacking player.

VII: THE CAPTAINS

Sec 1 A Captain shall be appointed by each side previously to the commencement of a match. He shall be a member of the Club by whom he is appointed. He may or may not be a player in a match, if not, he shall not carry a crosse, nor appear in Lacrosse uniform. He shall incur the same penalties as though he were a player should he infringe such Sections of Law X as may be applicable to him. He shall be the mouth-piece of his team in all disputes, in which he may be assisted by one player selected by himself, and shall report any infringement of these Laws during the match to the Referee.

Sec 2 Captains shall arrange, previous to a match, the length of time it shall last, and shall toss for choice of goals.

Sec 3 Nothing in this Law shall prevent a player appealing direct to the Referee in case of rough or foul play.

VIII: THE TEAMS

Sec 1 Number – Twelve players shall constitute a full team. They must be regular members of the Club they represent. Should one side be deficient in numbers at the time fixed for starting the match, their opponents may either limit their own numbers to equalize the sides, or compel them to play with as many as they have.

Sec 2 Injury – Should a player be incapacitated from playing through wilful injury or rough play from an opponent during a match, his side shall be at liberty to replace such injured player or compel the other side to take the offending player to equalize the sides. No change of player may be made after a match has commenced, except in cases of injury during the game.

Sec 3 Accidents – Should an accident occur to any player, which, in the opinion of the Referee, incapacitates him from playing, the other side must put off a man during his absence.

Sec 4 Spiked Soles – No player may wear spiked soles under any circumstances. The soles must in every case be india-rubber if boots or shoes are worn.

Sec 5 The players on each side shall be designated as follows --

- | | |
|---------------|-----------------|
| 1 Goalkeeper | 5 Right defence |
| 2 Point | 6 Left defence |
| 3 Cover-point | 7 Centre |
| 4 Third man | 8 Right attack |

9 Left attack

11 Second home

10 Third home

12 First home

IX: THE GAME

Sec 1 Each game shall be started by the centres facing at the centre mark, and when both sides are ready the Referee shall call "play "

Sec 2 A match shall be decided by a majority of goals taken within a specified time A goal shall be scored by the ball passing through the goal-space from the front, not being propelled with any part of the foot or leg

Sec 3 Should the ball be accidentally put through either goal-space by one of the players defending it, by whatsoever means, it shall be counted a goal to the opposite side Should it be put through by any one not actually a player, it shall not count

Sec 4 In the event of a goal-post being knocked down during a match, and the ball put through what would be the goal if the posts were standing, it shall count a goal for the attacking side

Sec 5 When goal has been claimed and allowed, the ball shall be again faced in mid-field

Sec 6 Ends shall be changed at "half-time," when either side may claim not more than ten minutes' rest, such rest not being counted as occupied in play

Sec 7 The goalkeeper, while defending goal within the goal-crease, may put the ball away with his foot or hand (but not throw it), or block it in any manner with his crosse or body

Sec 8 Any player is at liberty to propel the ball with his foot or leg

Sec 9 A match is ended by the Referee calling "time "

X: FOULS

Sec 1 No attacking player shall stand within the goal-crease, or check the goalkeeper within it, until the ball has passed within the bounds of the goal-crease This shall not prevent a player from running through or across a corner of the goal-crease to field a wide ball Each umpire at his own goal shall decide these points

Sec 2 No player shall interfere in any way with another who is in pursuit of an opponent

Sec 3 No player, except the goalkeeper (under Law IX, Sec 7), shall wilfully touch the ball with his hand, save as provided in Section 4 of this Law, nor shall he wilfully fall and cover the ball with his body

Sec 4 When the ball lodges in a place inaccessible to his crosse, or about his clothing, the player must at once remove it and "face" with his nearest opponent, all other players standing in the positions they may then occupy

Sec 5 Should the ball catch in the netting the crosse must immediately be struck on the ground and the ball dislodged

Sec 6 No player shall grasp an opponent's crosse with his hands, hold it with his arms or between his legs or under his feet, or kick it

Sec 7 If a player drop his crosse during the game, he may not touch the ball or *impede an opponent in any way until he recovers his own crosse*

XI: ROUGH PLAY

Sec. 1. No player, with his crosse or otherwise, shall hold or trip another, nor push with the hand, nor shall any player deliberately charge or shoulder an opponent, nor wrestle with the legs entwined, so as to throw an opponent This does not prevent the use of the "body check," provided the same be strictly as defined (Law XIII), nor the

pushing an opponent with the shoulder in ground scuffles

Sec 2 No player shall deliberately strike another, nor threaten to do so under any circumstances, and any one considering himself purposely injured during play must report to the Referee

Sec 3 The check commonly known as the “square” or “cross,” check and the “one-handed check” are strictly forbidden

Sec 4 No player shall throw his crosse under any circumstances

XII: PENALTIES

Sec 1 For breach of Law X, Secs 1, 2, 3, 5, 6 and 7, the Referee may either order a “face,” or order a “free position,” at the place where the foul occurred

Sec 2 Claiming “fouls” on trivial grounds, as when, in the opinion of the Referee, no foul was intended, cannot be tolerated, and the Referee shall first caution a player so offending, and, if persisted in, shall disqualify him until a goal is secured

Sec 3 For rough play (Law XI, Secs 1, 2, 3, and 4), the penalty shall be either --

(a) A “free position” for the side offended against, or

(b) Suspension of the offending player until a goal is scored, or

(c) Suspension of the offending player for the remainder of the match

XIII: DEFINITION OF TERMS

GOAL is the space contained between the posts

GOAL CREASE shall be a marked line twelve feet square, and the goal posts shall be placed six feet from the front and back lines, and three feet from the side lines. If not marked it shall be left to the Umpire to decide

GOAL NETS should be as follows – From a point six feet behind the centre of a line along the ground from post to post, nets shall be taken to each post, and to a bar placed across the top of the posts

FACE The ball shall be placed upon the ground between the backs of crosses of two opponents, and the defending player’s crosse shall be between the ball and the goal he is defending. They shall not move till “play” has been called, but must then immediately draw their crosses apart (towards them) before removing them from the ground

TRIPPING is the use of the legs, feet, or crosse to throw an opponent

HOLDING shall mean clutching with the hand or arm or detaining an opponent between the two arms and the crosse, or placing the crosse against his body so as to impede his movements

BODY-CHECK is the placing one’s body in the way of an approaching opponent, so that the latter is simply impeded. No checker shall use force in the body-check

SQUARE or CROSSE CHECK This consists of one player charging into another with both hands on the crosse, so as to make the stick meet the body of an opponent

ONE-HANDED CHECK The one-handed check is given from behind an opponent by a player swinging the crosse with one hand in such a manner that it is impossible to reach his crosse

STRIKING means the giving a deliberate blow with either crosse or hand

CHARGING or SHOULDERING implies motion and unnecessary force, and is forbidden, because the object should be to play the ball and not the man

STAND The ball is dead when the Referee calls “stand,” and no player shall move until the Referee calls “play ”

FREE POSITION The players shall “stand,” except the goalkeeper, who may resume his place, and the player to whom the Referee awards the “free position,” and no

player may be nearer than five yards to the last mentioned. If any one be within the prescribed distance, he must retire to the satisfaction of the Referee. The player awarded the "free position" shall then take the ball on his crosse in front of him, and at the word "play" from the Referee the game shall proceed. The "free position" shall never be within ten yards of goal, and the Referee may, under extreme circumstances, order any player or players, including the goalkeeper, from between such "free position" and goal. The ten yards shall be measured in a straight line from the centre of the goal through the place where the foul occurred.

21. Canadian Lacrosse Association.

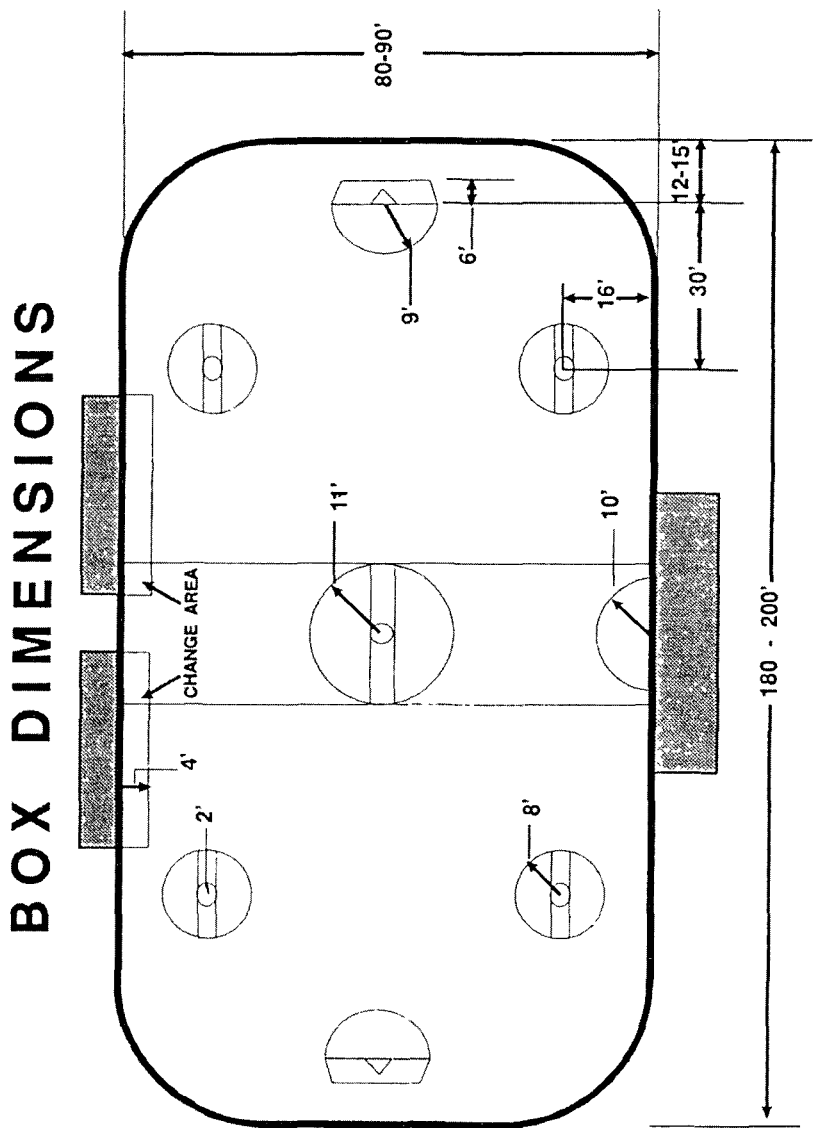


Diagram 5

CANADIAN LACROSSE ASSOCIATION – 1997.

(Lacrosse is the result of “a marriage between in 1931” ice hockey and field lacrosse)

SECTION 1 — PLAYING AREA

RULE 1 — THE BOX

(a) Lacrosse shall be played in an area called a box. Any discrepancies between the box and the rules or the dimensions in the Floor Diagram shall be specifically sanctioned by the governing Executive.

(b) The box shall be enclosed by a wall known as the boards which may be constructed of wood, plastic or any other material as approved by the C L A. Measured from the surface of the floor, the boards shall not be more than four feet nor less than three feet six inches in height. The boards facing the playing surface shall be uniform in colour and free from any obstructions or objects that may cause injury to players.

(c) The boards shall be topped by a surrounding fence of wire netting or other suitable material to a minimum height of six feet on the sides and twelve feet on the ends to keep the ball in play.

(d) All shall open away from the playing surface.

RULE 2 — THE PLAYING SURFACE

(a) All lines shall be 2 inches in width and white in colour. The location of all lines are as shown in the Floor Diagram.

(b) The playing surface shall be divided into a defensive zone, a centre zone and an attacking zone by the two lines tangent to the centre face-off circle. What is one club's defensive zone is their opponent's attacking zone.

(c) The goal crease shall consist of the circular line around the goal and all space within the flat circle. The area inside the goal crease may be painted a solid colour other than white.

RULE 3 — THE PLAYERS' BENCH

The box shall be provided with two uniform players' benches. The players' benches shall be on the same side of the playing surface, opposite the penalty bench, and shall be physically separated from each other. Each players' bench shall have a door at each end and shall be large enough including seats or benches to accommodate a full team.

RULE 4 — THE PENALTY BENCH

The box shall be provided with separate penalty benches for each team, situated on opposite sides of the Timekeeper's area. The penalty benches shall be located in the centre zone and shall be capable of accommodating ten persons including the minor officials.

RULE 5 — SIGNAL AND TIMING DEVICES

(a) Each box shall be provided with a horn or other suitable device and an electric clock for the purpose of keeping the spectators, players and game officials accurately informed of all time elements at all stages of the game.

(b) A separate horn and timing device shall be provided for the use of the Offensive Timekeeper.

(c) Behind each goal electric lights shall be set up for the use of the Goal Judges.

SECTION 2 — EQUIPMENT

RULE 6 — THE LACROSSE STICK

(a) The lacrosse stick head and handle shall be designed and manufactured of a frame-work of wood, plastic or other materials. On this frame shall be woven a triangular netting of soft leather, nylon or other material. Replaceable handles of the lacrosse stick must be specifically designed and manufactured for the game of lacrosse.

(b) The Referee shall not allow the use of any Lacrosse stick which in their opinion is liable to cause injury due to its construction or repair. Referees shall report to the appropriate governing body any case where a stick has been ruled dangerous and removed from a game.

(c) The lacrosse stick shall measure not more than forty-six (46") inches, nor less than forty-two (42") inches in overall length, and not more than eight (8") inches, nor less than four and one half (4 1/2") in width. The measurement for width is to be inside frame measurement. Nothing may be added to or attached to the outside of the stick.

NOTE: In Pee Wee and all lower divisions, the minimum length of the stick shall be thirty-six (36") inches.

(d) No stick may be constructed, modified or strung in any way to withhold the ball from play or give a player an advantage over their opponent.

(e) The goalkeeper's stick may be of any desired length, but shall not be over fifteen (15") inches in width. Nothing may be added to or attached to the outside of the stick. The measurement for width is to be inside frame measurement.

(f) A minor penalty shall be assessed to any player who uses an illegal stick in a game, and that stick shall be placed in the Timekeeper's area for the remainder of the game. Measurements or other examinations shall be performed during the first stoppage in play after requested by the Captain or Alternate Captain. A bench minor penalty shall be assessed to a team requesting a stick measurement provided the stick in question is legal.

RULE 7 — THE BALL

The balls used in all matches shall conform to CLA standards and be approved by the CLA.

RULE 8 — THE GOALS

(a) Each goal shall consist of two upright poles, four feet apart, joined by a rigid crossbar four feet from the playing surface. All measurements to be inside distances. The poles and crossbar shall be fitted with a cone shape netting of not more than one and one half inch mesh, fastened to the playing surface at a point four feet behind the centre of the goal line. The mesh shall not be drawn taut.

(b) The nominal diameter of the goalposts and crossbar shall be two inches and they shall be painted a colour other than white.

RULE 9 — THE UNIFORM

(a) Each team shall wear a distinctive and matching uniform. Each player shall have conspicuous numbers, not less than ten (10") inches in height on the back, and not less than (6") inches on the front or upper arms of the sweater. The Captain/Alternate Captain(s) shall have a four (4") inch letter "C"/"A" on the front of their sweater. Numbers appearing on helmets, gloves, shoes, etc., shall correspond with the number on the player's sweater and on the official score sheet.

(b) Where colours of opposing team sweaters conflict, the home team shall change to sweaters of a distinctive colour.

(c) For C L A semi-final and final matches the travelling team shall provide sufficient notification of their team's colours

(d) All equipment worn by a player, other than the gloves, knee pads or headgear, shall be worn under the uniform

(e) All players taking part in a pre-game warm up shall be dressed in a matching team uniform including helmets, facemask and gloves

RULE 10 — LACROSSE SHOES

Shoes that are dangerous (e g with metal spikes), shall not be allowed

RULE 11 — HEADWEAR

(a) All players (including goalkeepers) shall wear suitable and approved helmets for lacrosse All players on one team shall wear helmets of the same colour

(b) All helmets shall have a chinstrap and it shall be properly secured during play Any player other than the ball carrier, whose helmet becomes dislodged, must immediately remove themselves completely from active play until they put on and secure their helmet A ball carrier whose helmet becomes dislodged, shall be given an opportunity to pass or shoot the ball before retrieving the helmet Any infraction of this section shall result in a minor penalty

(c) All players shall wear suitable facemasks for Lacrosse as specified in the CLA Safety and Equipment Policy Players participating on the floor without a suitable facemask shall be sent to the players' bench A player shall be assessed a ten minute misconduct penalty for repetition of this act

RULE 12 — GOALKEEPER'S EQUIPMENT

(a) With the exception of the stick, all equipment worn by a goalkeeper must be solely constructed for the purpose of protection of the head or body, and must not include anything which would give the goalkeeper undue assistance in keeping goal

(b) The goalkeeper shall wear a suitable and approved facemask and a suitable throat guard

(c) The goalkeeper shall wear suitable and approved gloves for lacrosse, not altered in any manner from the manufactured form

NOTE Trappers and blockers are not allowed

(d) The goalkeeper shall be allowed the use of regulation lacrosse leg guards, but at no time shall be allowed the use of felt or other material beyond the edge of the shin protector

(e) The Goalkeeper shall be allowed the use of suitable chest, shoulder and arm pads These pads must conform to the shape of the body

(f) The goalkeeper shall not be allowed the use of abdominal aprons or a sweater extending down the front of the thighs on the outside of the pants, below the crotch area This prohibits the use of any type of material added to the team sweater

(g) The goalkeeper shall be allowed the use of safety toed shoes

(h) All protective equipment except gloves, headwear or leg guards, must be worn entirely under the goalkeeper's uniform

(i) Examination of a goalkeeper's equipment shall be performed during the first stoppage in play after requested by the Captain/Alternative Captain A minor penalty shall be assessed to a goalkeeper using illegal equipment and this equipment shall be removed or corrected without delay A bench minor penalty shall be assessed to a team requesting the examination, provided that the equipment is legal

RULE 13 — PLAYER'S EQUIPMENT

(a) All players are required to wear protective gloves, shoulder and arm pads, and a back/kidney pad which must be suitable for Lacrosse as specified in the CLA Safety and Equipment Policy

(b) The use of equipment made of metal or other material likely to cause injury is prohibited. Referees shall not allow the use of any equipment that in their opinion is liable to cause injury. Referees shall report to the appropriate governing body any case where dangerous equipment has been used.

NOTE Players shall not be allowed to wear jewellery (e.g. rings, earrings, chains). Players wearing jewellery will be sent to the dressing room and not allowed to return until the jewellery is removed. If the same player is found to be wearing the same items after the warning, a misconduct penalty shall be assessed.

NOTE Items which identify a medical condition are exempt from this rule.

(c) Examination of equipment shall be performed at the first stoppage in play after requested by the Captain/Alternate Captain. A minor penalty shall be assessed to a player using illegal equipment. A bench minor penalty shall be assessed to a team requesting examination of equipment provided the equipment is legal.

SECTION 3 — THE TEAMS

RULE 14 — THE TEAMS

(a) Each team shall be composed of five players, one designated goalkeeper, up to thirteen substitute players and one substitute goalkeeper (i.e. a maximum of twenty). For infraction of this rule, a two minute bench minor penalty shall be assessed to the offending team and the extra player(s) removed from the game.

(b) Only players in uniform shall be included in the score sheet. A player may enter the game at any time provided they are properly registered to that team and their name was entered on the score sheet prior to his entering the game.

RULE 15 — CAPTAIN OF TEAM

(a) Each team shall select a Captain and not more than two Alternate Captains. They shall be identified by the letter "C" or "A" on the front of their sweater and on the score sheet.

(b) Only one of the Captain or Alternate Captains who was on the floor at the time of the stoppage in play shall have the privilege of asking for the referee's interpretation of a rule which has been applied. For infringement of this sub-section, a ten minute misconduct penalty shall be assessed.

(c) Goalkeepers or playing coaches/managers shall not be entitled to the privileges of Captain/Alternate Captain.

RULE 16 — GOALKEEPERS

(a) Each team shall be allowed one designated goalkeeper on the playing floor at one time. The designated goalkeeper may be removed and an attacking player may be substituted. Such substitute shall not be permitted the privileges of a goalkeeper.

(b) Each team shall have on, or in the immediate vicinity of its bench, one substitute designated goalkeeper who is ready to play. At no time shall a team have more than two designated goalkeepers on the score sheet.

(c) Except for the purposes of defending against a penalty shot any substitute goalkeeper entering the game for the first time shall be permitted a warm-up not exceeding

two minutes and must remain in the crease until play resumes

(d) Goalkeepers seeking to go to their bench for equipment repairs must not do so without permission of the Referee, after the Referee has inspected the equipment

RULE 17 — NON-PLAYING PERSONNEL

(a) Only players in uniform, the coach, manager and trainers who are suitably attired, shall be permitted on the players' bench. A maximum of four non-playing personnel shall be allowed on the players' bench

(b) A bench minor penalty shall be assessed to the offending team if any non-playing personnel go on the playing floor during the game, without the Referee's permission, and the Referee shall forward a report to the appropriate governing body

(c) Any team executive who goes on the playing floor during a game, without permission of the Referee shall be reported to the appropriate governing body

RULE 18 — POLICE PROTECTION

The home club shall provide adequate police or other protection for all players and officials at all time

SECTION 4 — THE GAME

RULE 19 — THE GAME

(a) The duration of a game shall be three twenty minute stop time periods, with intermissions of ten minutes between periods. Each period shall start with a centre face off

(b) The home club shall have choice of ends to start the game and the teams shall change ends to commence each subsequent period

(c) The game shall be awarded to the team having scored a majority of goals

RULE 20 — OVERTIME

(a) If at the end of regulation time the score is tied, the Referee shall order the game to continue after a ten minute rest. The teams shall change ends and the game continue for a full ten minutes stop time. In C L A league games, if the score is tied after the first overtime period, the game shall be declared a tie

(b) In C L A playdowns if the score is tied after the first overtime period, the game shall continue. After a ten minute rest, the teams will change ends and play twenty minute stop time periods, with a ten minute rest between each period, until a goal is scored (sudden victory). Teams shall change ends prior to each period

(c) In round robin play, where the goal differential is used in determining final standings in the case of tied teams, all overtime periods shall be sudden victory

RULE 21 — UNUSUAL DELAY

If any unusual delay occurs within five minutes of the end of the first or second periods, the Referee may order the regular intermission to be taken immediately and the balance of the period completed on the resumption of play. Upon returning, the teams shall defend the same goals until the end of that period. The teams shall then change ends and start the next period without delay

SECTION 5 — OFFICIALS

RULE 22 — APPOINTMENT OF OFFICIALS

The appropriate governing body or their delegate shall appoint two Referees and the following minor officials: Game Timekeeper, Offensive Timekeeper, Official Scorer

and two Goal Judges for each game One Referee shall be designated as the Referee-in-Charge and shall conduct the face off at the start of each period to denote his authority In the case of any dispute his decision shall be final

RULE 23 — REFEREES

(a) The Referees shall have full control of the game, including all participants, and shall enforce the rules as stated in this rule book The Referees' jurisdiction shall begin fifteen minutes prior to the scheduled game time and shall continue until the teams have entered the dressing rooms after the game

(b) Referees shall wear the official referees' uniform

(c) Referees shall be impartial parties

(d) The Referees shall notify the teams three minutes prior to the scheduled start of each period

(e) It shall be the duty of the Referees to ensure that players are properly dressed and approved regulation equipment is used

(f) The Referees shall ensure that all minor officials are in place and that the signal and timing devices are in order

(g) The Referees shall report all penalties, goals and assists to the Official Scorer The Referees may consult with the Goal Judge in the case of a disputed goal

(h) The Referees shall ensure that players in uniform, and only players in uniform, are included on the scoresheet

(i) The Referees shall ensure that players of opposing teams are separated on the penalty bench

(j) Should a Referee receive an injury, which incapacitates him from performing his duties while play is in progress, the play shall be stopped immediately Should a Referee be unable to finish the game, the second Referee shall have the power to appoint a replacement if he deems it necessary, or if required to do so by either coach

(k) If neither of the appointed Referees are present at the start of the game, the coaches of the two clubs shall agree on substitute Referees If the regularly appointed Referees appear during the progress of the game, they shall at once replace the temporary Referees

(l) Referees shall report to the appropriate governing body promptly and in detail the circumstances of any of the following incidents

(i) When a player uses equipment that may cause injury (Rule 13)

(ii) When non-playing personnel enter the playing area without the Referee's permission during a period (Rule 17(b) & (c))

(iii) Any obscene gesture made by any person involved in the game (Rule 48(a) (iii))

(iv) Any non-playing personnel removed from the game (Rule 28(a))

(v) Attempt to injure (Rule 30)

(vi) When the ball is intentionally shot outside the playing area (Rule 41(c))

(vii) Persons guilty of gross misconduct (Rule 48)

(viii) When a player or any non-playing personnel become involved in an altercation (Rule 60(b) & (f)).

(ix) When a player(s) leave the players' bench or penalty bench during an altercation (Rule 60(b) & (f))

(x) When any person molests an official (Rule 62(a) & (b))

(xi) When a team refuses to start play (Rule 63(a)).

(xii) Cases of players fighting with sticks (Rule 64(b))

(xiii) When a stick is intentionally thrown outside the playing area (Rule 69(c))

(xiv) When anyone receives a match penalty (Rule 80)

RULE 24 — OFFICIAL SCORER

(a) Before the start of the game the Official Scorer shall ensure that both clubs have printed the names (first and last) of all players in uniform on the official score sheet. The Captain, Alternate Captain(s), goalkeeper and substitute goalkeeper shall be designated on the scoresheet. The Official Scorer shall complete all applicable parts (e.g. series, date, etc.), the coach or manager of each club shall sign the scoresheet and it shall be submitted to the Referees for inspection.

(b) The Official Scorer shall keep an accurate record of all penalties, goals and assists and appropriate times, as provided for on the scoresheet. He shall also indicate on the scoresheet the time and period of which the substitute goalkeeper(s) entered the game for the first time and team time outs used.

(c) The Official Scorer shall cause to be announced on the Public Address system, all goals, assists, penalties, penalty shots and the reason for any disallowed goals.

(d) The Official Scorer shall inform the Referees, in the game, when a player/goalkeeper receives his

— fifth penalty

— second major penalty

— second major penalty [sic]

— second ten minute misconduct penalty

(e) The Official Scorer and score sheet shall be situated at floor level.

(f) At the conclusion of the game, the Official Scorer shall complete all information including summaries of penalties, goals and assists as provided for on the score sheet. He shall acquire all necessary minor official's signatures and submit the official score sheet to the Referees for their signatures. He shall then distribute copies of the score sheet to the appropriate governing body, Visiting team and Home Team.

RULE 25 — GAME TIMEKEEPER

(a) The Game Timekeeper shall have control of the official playing time and all penalty times. He shall run the time clock fifteen minutes before the start of the game and during all intermissions.

(b) The Game Timekeeper shall indicate to the Official Scorer the times at which all penalties start and terminate. He shall upon request give to a penalized player, correct information as to the unexpired time of his penalty. The Game Timekeeper shall have the sole authority of informing penalized players when they may leave the penalty bench.

(c) The Game Timekeeper shall inform the Referees, who shall inform both teams, when there is three minutes remaining in each intermission.

RULE 26 — OFFENSIVE TIMEKEEPER

(a) The Offensive Timekeeper shall be equipped with a separate timing device (thirty second clock) and a horn with which to signal the Referees whenever a violation of the thirty second rule occurs.

(b) The Offensive Timekeeper shall operate the thirty second clock during a short-handed situation to assist the Referees in administering the ten second rule, however, the Referees shall stop the play (i.e. the horn will not sound).

(c) The Offensive Timekeeper shall operate the thirty second clock during a short-handed situation when the goalkeeper, or the substitute player for the goalkeeper,

enters the attacking zone

RULE 27 — GOAL JUDGES

(a) There shall be a properly screened cage immediately outside the playing area behind each goal. Two people that are not members of either competing club shall be appointed as Goal Judges. They shall not change ends throughout the game and may only be replaced at the Referees' discretion.

(b) In the event of a disputed goal the Referee may ask the Goal Judge if the ball entered the net and was entirely over the line. In all cases the decision of the Referees is final.

SECTION 6 — THE PLAYING RULES

RULE 28 — ABUSE OF OFFICIALS AND MISCONDUCT

(a) A minor penalty for unsportsmanlike conduct shall be assessed to a player who shows disrespect for a Referee's ruling or uses obscene, profane or abusive language directed towards any person in the arena. A ten minute misconduct penalty shall be assessed to a player who persists in this behaviour after being assessed the minor penalty.

In cases involving non-playing bench personnel, or an unidentified player on the players' bench, a bench minor penalty shall be assessed to the offending team. If any non-playing bench personnel continue their actions after having been assessed a bench minor penalty they shall be assessed a game misconduct penalty and be reported to the appropriate governing body.

(b) A minor penalty for unsportsmanlike conduct shall be assessed to a player who attempts to incite, through gestures or verbalization, an opponent into incurring a penalty or an additional penalty. A ten-minute misconduct penalty shall be assessed to a player who continues the incitement after being assessed the minor penalty.

(c) A bench minor penalty shall be assessed to the offending team if any player or non-playing personnel, in the vicinity of the players' bench, throws anything on the playing floor during the progress of the game, or during a stoppage in play.

(d) A ten minute misconduct penalty shall be assessed to a player who intentionally knocks or shoots the ball out of reach of a Referee who is retrieving it.

(e) A ten-minute misconduct penalty shall be assessed to any player(s) who except for the purpose of taking their position on the penalty bench, enter or remain in the Referees' crease (located in front of the Timekeeper's bench) while the Referee is reporting to or consulting with any game official.

RULE 29 — ADJUSTMENT TO EQUIPMENT

Play shall not be stopped nor the game delayed for adjustments to equipment or sticks. However, the goalkeeper, after a stoppage of play, with permission of the Referee, may make adjustments or repairs to his equipment or stick.

RULE 30 — ATTEMPT TO INJURE

A match penalty shall be assessed to any player who attempts to injure an opponent, official, coach, manager or trainer and a report shall be forwarded to the appropriate governing body.

RULE 31 — BALL OUT OF BOUNDS

(a) The ball is not out of bounds until it has touched something which is itself out of bounds. A player may reach over the boards with his stick to retrieve the ball.

(b) If the ball goes out of bounds, or lodges in the screen, the Referee shall award possession to a nearby opponent of the player who last touched the ball prior to its going out of bounds Possession shall be awarded at a designated place, nearest the spot where the ball went out of bounds If the Referee is in doubt as to who last touched the ball, or the Referees disagree, there shall be a face-off in the nearest face-off circle

(c) If the ball goes out of bounds as a result of a shot on goal, play shall restart with possession to the goalkeeper in his crease

RULE 32 — BALL STRIKING REFEREE

If the ball hits a Referee, it shall be in play unless deflected directly into the goal or out of bounds, in which case there shall be a face-off in the nearest face-off circle

RULE 33 — BOARDING

(a) A major penalty shall be assessed to a player who body-checks, cross-checks or trips an opponent in such a manner that causes the opponent to be thrown violently into the boards

NOTE Rolling an opponent ball carrier along the boards where he is trying to go through too small an opening is not boarding

(b) If the check was an attempt to injure the player, a match penalty shall be assessed

RULE 34 — BROKEN STICK/PLAYING WITHOUT A STICK

(a) If a player's stick is broken, he must drop it immediately and he may continue to play A goalkeeper may continue to play with a broken stick provided he and his stick remain entirely within the goal crease

NOTE A broken stick is one which in the opinion of the Referee is dangerous or unfit for normal play

(b) If a player/goalkeeper becomes separated from his stick he may continue to play

(c) A player whose stick is broken may not receive a stick thrown on the playing floor from any part of the box, but must obtain the stick from his players' bench A goalkeeper whose stick is broken may not receive a stick thrown on the playing floor from any part of the box, but may receive a stick from a teammate without proceeding to the players' bench A minor penalty plus a ten-minute misconduct penalty shall be assessed to a player who receives a stick illegally under this rule

RULE 25 — BUTT-ENDING

A major penalty shall be assessed to a player who attempts to butt-end an opponent A match penalty shall be assessed to a player who butt-ends an opponent

NOTE "Butt-Ending" shall be defined as jabbing an opponent with the butt of the stick Butt-Ending may also be treated as attempt to injure (Rule 30)

NOTE "Attempt to Butt-End" shall include all cases where a butt-ending gesture is made, regardless of whether body contact is made or not

RULE 36 — CHANGE OF PLAYERS/TOO MANY MEN

(a) Players may be changed during any stoppage in play for a face-off Players may be changed at any other time from the players' bench, provided the player(s) leaving the playing surface have one foot in the exchange area before the substitute player makes contact with the floor Violation shall result in a bench minor penalty to the offending team

(b) A minor penalty for illegal substitution shall be assessed to a player who after termination of his penalty proceeds to his players' bench by some route other than the playing floor

(c) If a defensive team places too many players on the playing surface and, if by rea-

son of insufficient time or penalties already assessed, the bench minor penalty cannot be served in its entirety within regulation time or the first overtime period, a penalty shot shall be awarded to the non-offending team

RULE 37 — CHARGING

A minor or major penalty shall be assessed to a player who runs, jumps into or charges an opposing player/goalkeeper. When a violent collision results, the attempt to injure rule may be applied.

RULE 38 — CHECKING FROM BEHIND

A minor or major penalty shall be assessed to a player who body-checks or cross-checks an opponent from behind.

NOTE If the attacking player deliberately turns his back while the defensive player is in the process of checking him, the penalty shall not apply.

RULE 39 — CREASE PLAY

(a) The offensive team, on gaining or being awarded possession of the ball within their own goal crease, must pass or carry the ball out of the crease within five seconds or possession shall be awarded to the opposing team.

(b) If a player touches a loose ball, receives a pass or interferes with an opposing players'/goalkeepers' stick in his opposing team's crease, possession shall be awarded to the non-offending team.

NOTE If a player intentionally checks a goalkeepers'/players' stick within the crease, a two-minute penalty shall be assessed to the offending player.

(c) If a player interferes with an opposing player/goalkeeper who is in his crease (other than stick on stick), he shall be assessed a minor or major penalty for checking in the crease. If the ball was in the crease at the time of the infraction, the penalty shall not be delayed and play shall restart with possession to the goalkeeper.

RULE 40 — CROSS-CHECKING

A minor or major penalty shall be assessed to a player who cross-checks an opponent, whether or not the opponent is in possession of the ball.

NOTE A cross-check shall be defined as a check which consists of directing the stick while held rigidly in two hands in a forceful manner against the body of an opposing player, or any check of this nature applied below the waist.

RULE 41 — DELAYING THE GAME

(a) A minor penalty shall be assessed to any player/team that delays the game including a team that is not on the playing floor ready to start the game or any period at the scheduled starting time.

(b) A minor penalty shall be assessed to any player/goalkeeper who does not drop the ball immediately or intentionally knocks or shoots the ball away after play is stopped.

(c) A minor penalty shall be assessed and a report sent to the appropriate governing body when any player/goalkeeper intentionally bats or shoots the ball outside the playing area.

(d) A minor penalty shall be assessed to any player/goalkeeper who deliberately displaces a goal from its normal position. If by reason of insufficient time or penalties already assessed, the minor penalty for displacing a goal cannot be served in its entirety in regular playing time or the first overtime period, a penalty shot shall be awarded to the non-offending team.

(e) A bench minor penalty shall be assessed to a team that fails to comply with the Referee's decision and thereby causes a delay by making additional substitutions.

(f) If players of one team are delaying the game by not moving quickly enough to a face-off, the Referee may face-off with only one centre man

(g) A minor penalty for unsportsmanlike conduct shall be assessed to a penalized player, other than a goalkeeper, who does not run directly to and take his place on the penalty bench. A ten minute misconduct penalty shall be assessed to a player who persists in this behaviour after being assessed the minor penalty

RULE 42 — ELBOWING

A minor or major penalty shall be assessed to any player who uses his elbow to foul an opponent

RULE 43 — FACE-OFFS

(a) All face-offs shall be conducted at one of the face-off circles

(b) Players taking the face-off shall place the frames of their sticks flat along the playing surface at right angles to the length of the box. The open face of each player's stick shall face his goal, and his feet shall not cross the parallel lines at the face-off circle until the ball has left the 2 foot face-off circle

NOTE When the face-off players are standing prior to the draw, facing each other on opposite sides of the ball, the player's right shoulder must face or be closer to their own goal

(c) The Referee shall place the ball on the floor between the players' sticks. Play shall start with a whistle. The two players are then permitted to gain possession of the ball by a straight draw backwards, but shall not touch their opponent's stick or the netted portion of their own stick with their hand. Stepping on or kicking their opponent's stick shall not be allowed

(d) If a player attempts to face-off in an illegal manner or moves his stick or gloves prior to the whistle, possession shall be awarded to the non-offending team

(e) If a player fouls an opponent during a face-off, the appropriate penalty shall be assessed

(f) If during a face-off a player falls on the ball, the face-off shall be repeated. If during a face-off a player intentionally withholds the ball from play, possession shall be awarded to the non-offending team

(g) When the ball is being faced off, only the two players facing off are allowed in the larger circle. If another player enters the large circle before the ball leaves the two-foot face-off circle, possession shall be awarded to the non-offending team. If one player from each team should illegally enter the large circle, the face-off shall be repeated

RULE 44 — FALLING ON THE BALL/BALL OUT OF SIGHT

(a) A minor penalty shall be assessed to a player/goalkeeper who, while the ball is outside the crease, deliberately withholds the ball from play (except as in section 43(f)). If the player/goalkeeper accidentally falls on the ball, the ball goes out of sight of the Referee, or the ball gets inadvertently trapped against the floor or boards by a stick, play shall be stopped and the ball faced off in the nearest face-off circle

(b) If any defending player except the designated goalkeeper, deliberately falls on or gathers the ball into his body when the ball is within the goal crease, a penalty shot shall be awarded to the non-offending team

RULE 45 — FIGHTING

(a) A major penalty shall be assessed to any player who fights

NOTE In Minor Lacrosse, a game misconduct shall also be assessed to any player

who fights

(b) If there is an instigator or clear aggressor in a fight, a game misconduct plus any other penalties shall be assessed to the offending player(s)

(c) A game misconduct penalty shall be assessed to a player who restarts a fight after once being separated

NOTE This does not apply to a player who is defending himself

(d) A game misconduct penalty shall be assessed to any player involved in fighting off the playing surface

(e) Should a fight start on the floor, those players not involved will immediately move to their respective benches. Should a fight start near the players' bench(es), those players not involved will move to their respective goal creases. Should a fight break out near the goal crease, the goalkeeper will also move to his players' bench. Failure to do so will result in the offending player(s)/goalkeeper(s) being assessed game misconduct penalties

NOTE This includes between periods and the end of the game

(f) A game misconduct penalty plus any acquired penalties shall be assessed to a player who incites and/or instigates an altercation during a stoppage in play

RULE 46 — FREE HAND

(a) If a ball carrier pushes off a defending player or his stick with a free hand, possession shall be awarded to the non-offending team

(b) A minor penalty shall be assessed to a defensive player who uses a free hand to push or manipulate an opponent or an opponent's stick

RULE 47 — GOALS AND ASSISTS

(a) A goal shall be scored when the ball is put into the goal by the stick of a player of the attacking team. The ball must enter the goal from the front and be entirely over the goal line

A goal shall be scored if the ball is deflected into the goal by striking an attacking player, who shall get credit for the goal. A goal shall not be allowed if the ball is kicked or otherwise deliberately directed by any means other than a stick unless it is then deflected into the net by any defending player other than the designated goalkeeper, in which case no assist(s) shall be given

(b) A goal shall be scored when the ball is put into the goal in any way by a player of the defending team. The player of the attacking team who last touched the ball shall be credited with the goal but no assist(s) shall be given

(c) When a player scores a goal, an assist shall be credited to the player(s) taking part in the play immediately preceding the goal, but not more than two assists can be given on any goal

(d) Each goal or assist credited to a player on the scoresheet shall count one point in the player's record. Only a goal or one assist may be credited to any one player on a goal

(e) In case of an obvious error in awarding a goal or an assist it shall be corrected promptly, but changes shall not be made after the Referees sign the scoresheet.

RULE 48 — GROSS MISCONDUCT

(a) The Referee shall assess a gross misconduct penalty to any player or non-playing personnel who

(i) makes derogatory comments based upon race, ethnic origin, religious background or gender

- (n) threatens a Referee or an official
- (iii) makes obscene gestures
- (iv) persists in such behaviour after being ejected from a game
- (v) behaves in any manner to dishonour, embarrass, or disgrace the game
- (b) The Referee shall report the incident to the appropriate governing body

RULE 49 — HANDLING THE BALL WITH HANDS

- (a) If a player/goalkeeper touches the ball with his hand outside of the goal crease, possession shall be awarded to the non-offending team. A minor penalty shall be assessed to a player/goalkeeper who catches the ball with his hand while the ball is outside of the goal crease.
- (b) The designated goalkeeper may touch or catch the ball with his hand while the ball is within the goal crease. If the goalkeeper throws the ball outside of the crease with his hand, possession shall be awarded to the opposing team.
- (c) If any defending player except the designated goalkeeper touches or catches the ball with his hand while the ball is within the crease area, a penalty shot shall be awarded to the non-offending team, and, if the designated goalkeeper had been removed from the playing floor for a substitute player, a goal shall be awarded to the non-offending team.

RULE 50 — HIGH STICKING

- (a) A minor or major penalty shall be assessed to a player who checks an opponent in such a way that contact is made between his stick and the opponent's neck, face or helmet.

NOTE Incidental contact with the helmet should be disregarded.

- (b) If a player while being legally checked deliberately ducks, so as to cause the stick of an opponent to strike him on the head or neck, no penalty shall be assessed.

RULE 51 — HOLDING

A minor penalty shall be assessed to a player who impedes an opponent's progress by holding with his hands, arms or legs.

RULE 52 — HOOKING

A minor or major penalty shall be assessed to a player who impedes a player's progress by hooking/holding with his stick.

RULE 53 — ILLEGAL BALL

If, at any time while play is in progress, a ball other than the one legally in play shall appear on the playing surface, the play shall not be stopped but shall continue with the legal ball until the play then in progress is completed.

RULE 54 — INJURED PLAYERS

- (a) When a player is injured, play shall not be stopped until the play in progress is completed. If his opposing team is in possession when play is stopped, they shall retain possession to restart play. In all other situations play shall restart with a face-off.

NOTE When a player appears to be seriously injured, the Referee shall stop play immediately.

- (b) When play is stopped because of an injury, the injured player (excluding the designated goalkeeper) must leave the playing floor prior to restarting play, and must remain there until play resumes.
- (c) If a goalkeeper sustains an injury or becomes ill, he must be ready to resume play immediately or be replaced by a substitute.

(d) When a goalkeeper gets hit flush on the facemask and it is obvious that he is injured, play shall be stopped immediately

NOTE In Minor Lacrosse, when a goalkeeper gets hit on the facemask, helmet or throat guard, play shall be stopped immediately and restarted with a face-off in the nearest end zone face-off circle. If the ball enters the goal directly off the goalkeeper's facemask, helmet or throat guard, the goal shall count

RULE 55 — INTERFERENCE

NOTE Throughout this rule, the Referee shall keep in mind that any check that is covered by other rules (e.g. cross-checking, tripping, charging, checking from behind, etc.) shall be penalized under the appropriate rule

(a) When players are pursuing a loose ball, checking the opponent's stick and body contact are allowed. If the contact is a direct attempt to drive the opponent off the ball while making no attempt to play the ball, possession shall be awarded to the non-offending team for minor interference

(b) A defending player may interfere with the progress of an attacking non-ball carrier (not in contention for a loose ball or receiving a pass) using his body or a push checking motion with his stick

(c) A minor penalty shall be assessed to a player who deliberately prevents a player who has dropped his stick from regaining possession of it

(d) If a player who is checking a player is interfered with by means of a moving screen, possession shall be awarded to the non-offending team. The only permissible moving screen is when both opponents are moving in exactly the same path and same direction and the player in front slows up or stops. In all other situations, the player setting the screen shall be stationary in a normal standing position when contact is made and may not push off

(e) In all screening situations contact is expected. If the contact is excessive, it shall be penalized under the appropriate rule

(f) A minor penalty shall be assessed if any player or non-playing personnel, on the players' bench or penalty bench, interferes with the movement of the ball or an opposing player while play is in progress. If the designated goalkeeper had been removed from the playing floor, and a player of the side attacking the unattended goal or the ball is interfered with by any opposing player or non-playing personnel on the players' bench or the penalty bench, a goal shall be awarded to the non-offending team

RULE 56 — INTERFERENCE BY SPECTATORS

(a) If a player is interfered with by a spectator, the play in progress shall be completed if that player's team is in possession. Play shall restart with a face-off. If the opposing team is in possession, play shall be stopped and they shall retain possession to restart play. A report of the incident shall be forwarded to the appropriate governing body

(b) In the event that objects are thrown on the playing floor which interfere with the progress of the game, the play shall be stopped and restarted with the team retaining possession

(c) In the event that a spectator grabs or interferes with the ball while it is in play, the play shall be stopped and restarted with a face-off in the nearest face-off circle

RULE 57 — KICKING A PLAYER

A major or match penalty at the discretion of the Referee shall be assessed to a player who kicks or attempts to kick an opponent

RULE 58 — KICKING THE BALL

Kicking the ball shall be permitted in all zones. However, a goal may not be scored by kicking the ball directly into the opposing team's goal (see Rule 47(a) Goals and Assists)

RULE 59 — KNEEING

A minor or major penalty shall be assessed to a player who uses his knee to foul an opponent

RULE 60 — LEAVING THE PLAYERS' BENCH/PENALTY BENCH

(a) If a player shall illegally enter the game from his own players' bench, any goal scored by his team while he or his substitute are illegally on the playing floor shall be disallowed

(b) No player shall leave the players' bench at the end of a period or at the end of a game until the Referee signals the bench to do so. A game misconduct penalty shall be assessed to the first player from each team and any non-playing personnel who leave the players' bench prior to the Referee's signal

(c) No player may leave the players' bench at any time during an altercation. A game misconduct penalty shall be assessed to the first player from each team and any non-playing personnel who leave the players' bench and go on the playing surface during an altercation. The Referee shall report any such incident to the appropriate governing body

(d) If a player leaves the penalty bench and goes on the playing floor before his penalty is fully served through an error of the Game Timekeeper, he shall return to the penalty bench to serve his unexpired time

(e) If a player leaves the penalty bench and goes on the playing floor before his penalty is fully served, by his own error, he shall be assessed a minor penalty. He shall also be required to serve his unserved time

(f) If a penalized player returns to the playing floor from the penalty bench before his penalty has expired, by his own error or the error of the Game Timekeeper, any goals scored by his team while he is illegally on the playing floor shall be disallowed

(g) Any penalized player who leaves the penalty bench while an altercation is in progress shall be assessed a minor penalty plus a game misconduct penalty. The Referee shall report the incident to the appropriate governing body

(h) If a ball carrier, with no opposition between him and the opposing goalkeeper, is interfered with by a player/goalkeeper of the opposing team who entered the game illegally, he shall be awarded a penalty shoot

(i) If the designated goalkeeper had been removed from the playing floor, and a player of the side attacking the unattended goal or the ball is interfered with by a player who shall have entered the game illegally, a goal shall be awarded to the non-offending team

RULE 61 — LODGING OF THE BALL IN STICK

If the ball becomes lodged in a player's stick, the Referee shall stop play, free the ball and restart play. There will be no reset of the thirty second clock

RULE 62 — MOLESTING OFFICIALS

(a) A match penalty shall be assessed to any player or non-playing personnel who strikes, trips or makes intentional contact with a Referee or any other game official and a report shall be forwarded to the appropriate governing body

RULE 63 — REFUSING TO START PLAY

(a) If a team refuses to go on the floor or if on the floor is withdrawn, or refuses to

start play when ordered to do so by the Referee, they shall be assessed a bench minor penalty for delaying the game. The Referee shall inform the Captain of the penalty and that they have one minute in which to resume play. If the team still refuses to start play or should there be a recurrence of the same incident later in the game, the Referee shall declare the game ended and forward a full report to the appropriate governing body.

(b) In National Lacrosse finals, the coach, manager or team official responsible for a game being ended under this rule shall be suspended for one year from the date of the game and their bond shall be forfeited.

RULE 64 — SLASHING

(a) A minor or major penalty at the discretion of the Referee shall be assessed to any player who slashes an opponent with the stick.

NOTE Any player who swings the stick at an opponent (whether in or out of range) shall be penalized for slashing.

NOTE In Minor Lacrosse, a player may not strike an opponent with that portion of the stick not held between the hands. Stick-to-stick contact is allowed but hands (gloves) are considered part of the body and may not be touched.

(b) In addition to any penalties assessed, any player who swings the stick at another player during an altercation shall be reported to the appropriate governing body.

(c) A minor or major penalty shall be assessed to a player who while in the process of shooting or passing, follows through with the stick and slashes an opponent. Should a goal be scored on the shot, the goal shall be awarded and the penalty assessed.

NOTE Unintentionally striking an opponent who is moving into the range of the follow through of a shot or pass should not be penalized.

RULE 65 — SPEARING

A major or match penalty at the discretion of the Referee shall be assessed to a player who spears or attempts to spear an opponent.

NOTE Spearing shall be defined as stabbing an opponent with the mouth of the stick. Spearing may also be treated as attempt to injure (Rule 30).

NOTE Attempt to spear shall include all cases where a spearing gesture is made, regardless of whether body contact is made or not.

RULE 66 — TEN SECOND RULE

(a) When a team is short-handed they shall advance the ball into their attacking zone within ten seconds or possession shall be awarded to the non-offending team.

NOTE Short-handed means the team is below numerical strength of its opponents on the playing floor due to penalty minutes being served.

(b) When the short-handed team is in possession of the ball in their attacking zone, and they cause the ball to go out of the attacking zone in any manner except from a shot on goal, it shall be immediately recovered by or possession awarded to the non-offending team. The ball carrier may carry the ball outside the attacking zone provided neither the ball nor ball carrier make contact with the floor in the centre or defensive zones (including the line).

RULE 67 — THIRD MAN IN ALTERCATION

A game misconduct penalty plus any acquired penalties shall be assessed to a player/goalkeeper who is the first to intervene in an altercation then in progress.

RULE 68 — THIRTY SECOND RULE

(a) The offensive team (unless short-handed) shall be required to take a shot on goal

within thirty seconds of gaining possession. Failure to do so will result in the Offensive Timekeeper sounding a horn. The Referees will stop the play and award possession to the non-offending team.

If, while short-handed, a team's goalkeeper or the substitute player for their goalkeeper, enters the attacking zone, the Offensive Timekeeper shall start the thirty second clock and the thirty second rule shall remain in effect for that possession.

NOTE The thirty second horn does not stop the play, only the Referees' whistle stops the play.

NOTE A shot on goal shall be defined as the ball making contact with the goalkeeper (while the goaltender is within the crease), goalposts or crossbar prior to crossing the goal line. The shot must originate from the front or side of the goal.

(b) Any stoppage in play (except for time outs or a ball lodged in a stick) shall cause the thirty second clock to reset.

(c) The thirty second clock shall reset when the defensive team gains possession.

(d) It shall be ruled that the Referee's whistle sounded simultaneously with the Timekeeper's horn if a goal is scored (i.e., the goal shall be disallowed if the horn sounded before the ball was in the goal).

RULE 69 — THROWING STICK

(a) A major penalty shall be assessed to a player who throws a stick or any other object at an opponent or the ball.

(b) A bench minor penalty shall be assessed when a stick is thrown from the players' bench to the playing area for the purpose of replacing a broken or dropped stick.

NOTE If the stick is picked up, the player receiving the stick shall be assessed a minor penalty plus a ten-minute misconduct penalty and the bench penalty shall be waived.

(c) In all other cases, a player shall be assessed a ten-minute misconduct penalty for throwing a stick or any other object. If the stick or other object is intentionally thrown out of the playing area, in addition to the ten-minute misconduct penalty, the Referee shall report the incident to the appropriate governing body.

NOTE When a player discards the broken portion of a stick, tossing it to the side of the playing floor (and not over the boards) in such a way that will not interfere with the play or an opposing player, no penalty shall be assessed.

(d) If a ball carrier in the attacking zone, having no opponent to pass other than the designated goalkeeper, is fouled from behind by a stick or any other object being thrown thus preventing a reasonable scoring opportunity, a penalty shot shall be awarded when the play in progress is completed.

(e) If the designated goalkeeper has been removed from the floor for a substitute player, and an opposing ball carrier in the attacking zone, having no opponent to pass, is fouled from behind by a stick or any other object being thrown thus preventing a reasonable scoring opportunity, the Referee shall award a goal to the non-offending team.

RULE 70 — TIME OUTS

(a) Each team shall be allowed one thirty second time out in the regular playing time of the game. The time out shall be granted by the Referee only if requested by a player on the floor during a stoppage in play or when his team has possession of the ball. If a team was in possession, or being awarded possession of the ball when time out was called, they shall retain possession to restart play. In all other cases, play shall restart with a face-off. When time out is called with play in progress, the thirty second clock

will not be reset when play restarts

(b) At the Junior and Senior levels, two (2) time outs per game are allowed. Only one time out may be used per period. If the game goes into overtime and a team has a time out left, it may be used.

(c) If a team is granted a time out to which it is not entitled, possession shall be awarded to the non-offending team and the time out shall not be allowed.

RULE 71 — TRIPPING

(a) A minor penalty shall be assessed to a player who uses his stick or any part of his body to trip an opponent. This includes a defending player dropping in front of an opponent.

(b) If a ball carrier in the attacking zone, having no opponent to pass other than the designated goalkeeper, is tripped or otherwise fouled from behind, thus preventing a reasonable scoring opportunity, a penalty shot shall be awarded to the non-offending team when the play in progress is completed if no goal was scored.

(c) If the designated goalkeeper has been removed from the floor and an opposing ball carrier, in the attacking zone, having no opponent to pass, is tripped or otherwise fouled from behind, thus preventing a reasonable scoring opportunity, the Referee shall award a goal to the non-offending team.

RULE 72 — UNNECESSARY ROUGHNESS

(a) A minor or major penalty shall be assessed to a player who uses unnecessary roughness during a game.

(b) A major penalty shall be assessed for grabbing the facemask, helmet, or chinstrap, hair pulling or head butting.

RULE 73 — WRAP AROUND

A minor penalty shall be assessed to a player who impedes the progress of an opponent with his stick and/or arms in a holding fashion.

SECTION 7 — INFRACTIONS

RULE 74 — INFRACTIONS

(a) The three classifications of infraction calls are

— Awarded Possession

— Penalties

— Penalty Shots

(b) The five types of penalties are

— Minor Penalties

— Major Penalties

— Misconduct Penalties

— Match Penalties

— Expulsions

RULE 75 — POSSESSION AND AWARDED POSSESSION

(a) No player shall be allowed within nine feet of a player being awarded possession.

(b) Possession shall not be awarded to a player within fifteen feet of the opponent's goal crease.

(c) Play shall start with a whistle.

RULE 76 — MINOR PENALTIES

- (a) Minor penalties require the removal of the offending player (other than the designated goalkeepers) without substitute for two minutes, unless terminated early by a goal
- (b) Bench minor penalties require the removal of any player on the offending team (other than the designated goalkeepers) without substitute for two minutes, unless terminated early by a goal
- (c) If a team is short-handed due to one or more minor or bench minor penalties and the opposing team scores, the penalty that made the team short-handed at the time of the goal shall terminate
- (d) When minor or major penalties to two players of the same team terminate at the same time, the Captain of that team shall inform the Referee-Game Timekeeper which player shall return to the floor first

RULE 77 — MAJOR PENALTIES

- (a) Major Penalties require the removal of the offending player (other than the designated goalkeepers) without substitute for five minutes unless terminated early by goals
- (b) If a team is short-handed due to receiving a major penalty and the opposing team scores two goals, the major penalty shall automatically terminate
- (c) Any player/goalkeeper who receives a second major penalty in the same game shall be assessed a game misconduct penalty. A substitute player shall serve the major penalty(ies) without charge
- (d) When a player is assessed a non-coincident major penalty and one or more minor penalties, the major penalty shall be served first. When a player is assessed a non-coincident major penalty and another player on the same team is assessed a minor penalty at the same time, the minor penalty shall be served first

RULE 78 — TEN MINUTE MISCONDUCT PENALTIES

- (a) Ten-minute misconduct penalties require the removal of the offending player (other than the designated goalkeepers) for ten minutes. A substitute shall be permitted immediately. The player shall remain in the penalty bench until the first face-off after the misconduct has expired
- (b) When a player is assessed a minor/major penalty and a ten-minute misconduct penalty at the same time, a substitute player shall serve the minor/major penalty. The ten-minute misconduct penalty shall commence when the minor/major penalty terminates
- (c) Any player/goalkeeper who receives a second ten-minute misconduct penalty in the same game, shall be assessed a game misconduct penalty

RULE 79 — GAME MISCONDUCT PENALTIES

- (a) Game misconduct penalties require the removal of the offending player/goalkeeper for the remainder of the game. Any other penalties incurred by the player shall be served by another player. Ten minutes shall be charged in the records against any players assessed game misconduct penalties
- (b) Players or non-playing personnel who receive a game misconduct penalty, shall leave the arena or go to the dressing room for the balance of the game

RULE 80 — MATCH PENALTIES

A match penalty shall be a major penalty assessed to a player/goalkeeper to be served by a substitute player. Any player/goalkeeper who receives a match penalty shall be suspended until the appropriate governing body rules on the incident

RULE 81 — EXPULSIONS

- (a) Any player/goalkeeper who is assessed five penalties in the same game shall be expelled from playing the balance of the game
- (b) Delayed penalties cancelled by goals shall be recorded on the scoresheet and count towards the five penalty limit
- (c) Infractions that cause a penalty shot to be awarded that result in assessing a major penalty shall count towards the five penalty limit

RULE 82 — GOALKEEPERS' PENALTIES

- (a) A goalkeeper shall not be sent to the penalty bench for an infraction which incurs a minor, major or ten-minute misconduct penalty. Instead the penalty shall be served by a player who was on the floor at the time of the infraction. The player shall be identified by the coach through the Captain or Alternate Captain
- (b) If a goalkeeper is expelled or receives a game misconduct or match penalty, their place shall be taken by another player or the substitute goalkeeper and any associated minor, major or ten-minute misconduct penalties shall be served by a player who was on the floor at the time of the infraction
- (c) All penalties assessed to a goalkeeper shall be recorded on the scoresheet against their name regardless of who serves them

RULE 83 — COINCIDENT PENALTIES

- (a) Coincident penalties are penalties of equal duration assessed to players of both teams that start at the same time
- (b) When coincident majors, coincident penalties of equal duration including majors or coincident majors with unequal additional penalties are assessed to player(s) of both teams, the penalized players shall take their places on the penalty bench and shall not leave until the first face-off following the expiry of their respective penalties. Immediate substitution shall be permitted for any equal number of majors and associated coincident minors, and these penalties shall not be taken into account for the multiple penalty rule

In the case of unequal penalties with coincident majors, a substitute player shall serve the unequal minor(s) and/or major penalties, and these penalties shall be taken into account for the multiple penalty rule

RULE 84 — MULTIPLE PENALTIES

- (a) If a third player of any team shall be penalized while two players of the same team are serving penalties, the penalty assessed to the third player shall not commence until the penalty to one of the first two players already penalized has terminated. The third player shall proceed to the penalty bench and may be replaced by a substitute
- (b) When the multiple penalty rule is in effect, none of the affected penalized players may return to the playing floor until a face-off, provided however, that the Game Timekeeper shall permit the return to the playing floor in the order of expiry of the penalties, a player(s), when by reason of the expiration of the penalties, the penalized team is entitled to have more than four players on the playing floor
- (c) In the case of multiple penalties, when the penalties of the two players of the same team terminate at the same time, the Captain of that team will designate to the Referee/Game Timekeeper which player shall return to the playing floor first

RULE 85 — CALLING OF PENALTIES

- (a) Should a penalty occur by a player of the team in possession of the ball or while the ball is loose, play shall be stopped immediately and the penalty assessed to the

offending player Play shall restart with a face-off If the infraction occurred during a stoppage in play and the non-offending team was being awarded possession, the penalty shall be assessed and play shall restart with possession to the non-offending team

(b) Should a penalty occur by a player when his opposing team is in possession of the ball, except for checking in the crease, the Referee shall signify the calling of a penalty by raising his non-whistle hand straight up in the air, and on completion of the play, stop play and assess the penalty Play shall resume with a face-off unless the play was stopped by an action of the team to be penalized that would have otherwise resulted in an infraction

NOTE Completion of the play shall mean

(i) The ball has come into possession and control of an opposing player/goalkeeper

(ii) A shot or an attempted shot has been taken

(iii) The ball proceeds loose out of the zone

(iv) Any reason that would have normally caused a stoppage in play

(c) Should infractions occur that require coincident minor or coincident major penalties, play shall be stopped immediately and the penalties assessed to the offending players Play shall restart with the team that was in possession of the ball at the time of the infractions, retaining possession If the infractions occurred during a stoppage in play, the penalties shall be assessed and the team that was being awarded possession (if applicable) would be awarded possession to restart play

(d) If a goal is scored during a delayed penalty by the non-offending team, the penalty shall be recorded on the scoresheet If the team scored on was not short-handed, the goal shall count towards the delayed penalty If the team scored on is short-handed, the goal shall count towards the penalty that made the team short-handed at the time of the goal and the delayed penalty shall be assessed in the normal manner

(e) If during a delayed penalty and before play is stopped, the ball shall enter the goal of the non-offending team as a direct result of an action of a player of that team, the goal shall be allowed The delayed penalty shall be assessed in the normal manner

(f) If during a delayed penalty, the defensive team commits a second infraction, play shall be stopped immediately and the appropriate penalties assessed Play shall restart with possession to the non-offending team

RULE 86 — PENALTY SHOTS

(a) In cases where a penalty shot has been awarded for fouling a player, the player who has been fouled shall take the penalty shot If by reason of injury or penalty of retaliation, the player designated to take the penalty shot is unable to do so, the shot may be taken by a player who was on the floor at the time of the infraction

(b) One Referee shall place the ball on the centre face-off spot and when ready, start the penalty shot with a whistle Once the ball has been carried by the player into the attacking zone, it shall be kept in motion towards the opponent's goal line No goal can be scored on a rebound and once the ball has crossed the goal line, the shot shall be considered complete

(c) The goalkeeper/player who is defending against the penalty shot shall remain inside the goal crease until the player shooting the penalty shot has picked up the ball and entered the attacking zone

(d) If the defending goalkeeper/player commits an infraction during the penalty shot that would not have resulted in a penalty, the shot shall be repeated Repetition shall

result in also assessing a ten minute misconduct penalty to the offending goalkeeper/player. If the infraction during the penalty shot would have resulted in assessing a penalty, a goal shall be awarded to the non-offending team.

(e) While the penalty shot is being taken, players of both sides shall withdraw to their respective benches. If any player of the opposing team, shall have by some action interfered with or disturbed the player taking the shot, and because of such action the shot should have failed, a second attempt shall be permitted and a ten-minute misconduct penalty shall be assessed to the offending player.

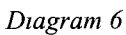
(f) If at the time a penalty shot is awarded the designated goalkeeper had been removed from the playing floor, he shall be permitted to return prior to the penalty shot.

(g) If a goal is scored from a penalty shot, play shall restart with a face-off at centre. If a goal is not scored on a penalty shot, play shall restart with a face-off in the end zone face-off circle.

(h) The purpose of awarding a penalty shot is to restore a lost scoring opportunity. Therefore, if the infraction which caused the awarding of the penalty shot would normally have resulted in a minor penalty, the penalty shall not be assessed. If the infraction would normally have resulted in a major or match penalty, the penalty shall be assessed in the normal manner. If a goal is scored on the penalty shot, the goal shall count towards the major penalty or if the team was short-handed, the goal shall count towards the penalty that made the team short-handed at that time.

RUGBY FOOTBALL UNION PROPOSED LAWS OF THE GAME

1871



[In the 1870s Richard Lindon is credited with inventing a rubber bladder for footballs although there is evidence rubber bladders were used in the USA in the 1850s]

The Laws

OF THE

GAME OF FOOTBALL

(This set of rules is a copy of the first handwritten set of Proposed Laws of the Game 1871 The handwritten set contains extensive amendments which may well have constituted the subsequent set of rules)

- 1 A 'Drop Kick' or 'drop' is made by letting the ball fall from the hands and kicking it the 'very instant' it rises
- 2 A 'place kick' or 'place' is made by kicking the ball on after, it has been placed in a nick made in the ground for the purpose of keeping it at rest
- 3 A 'punt' is, made by letting the ball fall from the hands and kicking it 'before' it touches the ground
- 4 'Each goal' shall be composed of two upright posts exceeding 11 ft in height from the ground and placed in 18 ft 6in apart, with a cross bar 10 ft from the ground
- 5 'A Goal' can only be obtained by kicking the ball from the Field of Play direct (ie without touching the dress or person of any player of either side,) over the Cross bar of the opponents' goal whether it touch such crossbar or the posts or not but if the ball goes directly over either of the 'goal posts' it is called 'a poster' and is not a goal
- 6 A goal may be obtained by any kind of kick except a 'punt'
- 7 A match shall be decided [only] by a majority of goals [only]
- 8 The ball is dead when it rests absolutely motionless on the Ground
- 9 A 'Touch down' is when a player putting his hand upon the ball on the ground in touch or in goal stops it so that it remains dead or fairly so
- 10 A 'Tackle' is when the holder of the ball is held by one or more players of the opposite side
- 11 A 'scrummage' takes place when the holder of the ball being in the Field of play puts it down on the ground [in front of [them] him] and all who have closed round on their respective sides endeavour to push their opponents back and by kicking the ball to drive it in the direction of the opposite goal line
- 12 [First half of this rule is off the top of the photocopy, it finishes as follows] or bounding except in a scrummage
- 13 It is not lawful to take up the Ball when dead (except in order to bring it out after it has been touched down in touch or in goal) for any purpose whatever - whenever the ball shall have been so unlawfully taken up it shall at once be brought back to where it was so taken up and there put down
- 14 In a scrummage it is not lawful to touch the Ball with the hand under any circumstance whatever
- 15 It is lawful for any player who has the ball to run with it, and if he does so it is

called 'a run' - If a player runs with the ball until he gets behind his opponents' goal line and there touches it down, it is called 'a run in'

16 It is lawful to run in anywhere across the goal line

17 The goal line is in goal and the touch line is in touch

18 In the event of any player holding or running with the ball being tackled and [the Ball being] fairly held he must at once in cry down and there put it [the ball] down

19 A maul in goal is when the holder of the Ball is tackled inside goal line or being tackled immediately or outside is carried or pushed across it and he or the opposite side, or both endeavour to touch the ball down [Illegible sidenote inserted here]

20 In case of a maul in goal those players only who are touching the ball with their hands when it crosses the goal line may continue in the maul in goal and when a player has once released his hold of the ball after it is inside the goal line he may not again join in the maul and if he attempts to do so may be dragged out by the opposite side But if a player when 'running in' is tackled inside the goal line then only the player who first tackled him or if two or more tackle him 'simultaneously' they only may join in the maul

21 'Touch in goal' (see plan) Immediately the ball whether in the hands of a player (except for the purpose of a punt out see Rule 29) or not goes into touch in goal it is at once dead and out of the game and is brought out as provided by Rules 41 and 42

22 Every player is 'on side' but is put 'off side' if he enters a scrummage from his opponents' side or being in a scrummage gets in front of the ball, or when the ball has been kicked, touched, or is being run with by any of his own side behind him (ie between himself and his own goal line)

23 Every player when 'off side' is out of the game and shall not touch the Ball in any case whatever, either in or out of touch or goal, or in any way interrupt or obstruct any player, until he is again 'on side'

24 A player being 'off side' is put 'on side' when the ball has been run 5 yards with or kicked by or has touched the dress or person of any player of the opposite side or when one of his own side has run in front of him either with the ball or having kicked it when behind him

25 When a player has the ball none of his opponents who at the time are off-side may commence or attempt to run, tackle or otherwise interrupt such player until he has run 5 yards

26 'Throwing back' It is lawful for any player who has the ball to throw it back towards his own goal, or to pass it back to any player of his own side who is at the time behind him in accordance with the rules of on side

27 'Knocking on', i e deliberately hitting the ball with the hand and 'Throwing forward' i e throwing the ball in the direction of the opponents' goal line are not lawful

28 A 'Fair Catch' is a catch made direct from a back or a throw forward or a knock on by one of the opposite side, or from a punt out or a punt on (See Rules 29 and 30) provided the catcher makes a mark with his heel at the spot where he has made the catch and no other of his own side touch the ball (see Rules 43 & 44)

29 A 'Punt out' is 'a punt' made after a touch down by a player from behind his opponents' goal line and from touch in goal if necessary towards his own side who must stand outside the goal line and endeavour to make a fair catch or to get the ball and 'run on' or 'drop a goal' [See Rules 49 & 51]

30 'A Punt on' is a punt made in a manner similar to a punt out and from touch if

necessary by a player who has made a fair catch from a punt out or another punt on.

31. Touch (see plan) If the Ball goes into Touch the first player on his side who touches it down must bring it to the spot where it crossed the touch line, or if a player when running with the Ball cross or put any part of either foot across the touch line, he must return with the Ball to the spot where the line was so crossed.

32. Either case [He] must [run] himself or by one of his own side, either [i.] bound it out in the Field of Play and then run with it or kick it or throw it back so his own side or [ii.] throw it out at right angles to the touch line or [iii.] walk out with it at right angles to the touch line any distance not less than 5 or more than 15 yards and there put it down first declaring how far he intends to walk out.

33. If two or more players holding the ball are pushed into touch the ball shall belong in touch to the player who first had hold of it when in the Field of Play and had not released his hold of it.

34. If the ball when thrown out of touch be not thrown out at right angles to the Touch line [the Captain of] either side may at once claim to have it thrown out again.

35. A catch made when the ball is thrown out of bounds is not a 'fair catch'.

36. 'Kick off' is a place kick from the centre of the Field of play and cannot count as a goal. The opposite side must stand at least 10 yards in front of the ball until it has been kicked.

37. The Ball shall be 'kicked off' (i) at the commencement of the game. (ii) after a goal has been obtained.

38. The sides shall change goals as often as and whenever to a goal is obtained unless it has been agreed by otherwise agreed by the Captains before the commencement of the match.

39. The Captains of the respective sides shall toss up before the commencement of the match : the winner of the toss shall have the option of choice of goals or the kick off.

40. Whenever a goal shall have been obtained the side which has lost the goal shall then kick off.

41. 'Kick off' is a drop kick by one of the players of the side which has had to touch the ball down in their own goal or into whose touch in goal the ball has gone (Rule 21) and is the mode of bringing the ball again into play, and cannot count as a goal.

42. 'Kick out' must be a 'drop kick' and from not more than 25 yards outside the kicker's own goal line, If the Ball when kicked out goes into touch, it must be taken back and kicked out again. The kicker's side must be behind the ball when kicked out.

43. A player who has made and claimed a fair catch shall thereupon either take a 'drop kick' or a 'punt' or 'place' the ball for a place kick.

44. After a fair catch has been made the ball shall be kicked from the mark made by the catcher or from a spot any distance not being in touch behind it either in a direct line or that side of the mark which is nearest to the nearest touch line to such mark.]

45. A player may touch the ball down in his own goal at any time.

46. A side having touched the ball down in their opponents' goal, shall 'try at goal' either by a place kick or a punt out.

47. If a 'try at goal' be made by a place kick a player of the side who has touched the ball down shall bring it up to the goal line (subject to Rule 48) in a straight line from and opposite to the spot where the ball was touched down there make a mark on the goal line and then walk straight out with it at right angles to the goal line such distance as he thinks proper and there place it for another of his side to kick. The kicker's side

must be behind the ball when it is kicked, and the opposite side must remain behind their goal line until the ball has been placed on the ground (see Rules 54 and 55)

48 If the ball has been touched down between the goal posts it may be brought out in a straight line from either of such posts but if brought out from between them in which case the opposite may change around (see Rule 54)

49 If the 'try at goal' be by a 'punt out' (see Rule 29) a player of the side which has, touched the ball down shall bring it straight up to the goal line opposite to the spot where it was touched down and there make a mark on the goal line and then 'punt out' from any point behind the goal line not nearer to the goal post than such mark beyond which mark it is not lawful for the opposite side who must keep behind their goal line to pass until the ball has been kicked (see Rules 54 and 55)

50 If a fair catch be made from a 'punt out' or a 'punt on' the catcher may either proceed as provided by Rules 43 44 or himself take a 'punt on' in which case the mark made on making the fair catch shall be regarded (for the purpose of determining as well the position of the player who makes the 'punt on' as of the other players of both sides) as the mark made on the goal line in the case of a 'punt out'

51 A catch made in touch from a 'punt out' or a 'punt on' is not a fair catch The ball must then be taken or thrown out of touch as provided by Rule 32 but if the catch be made in touch in goal the ball is at once dead and must be 'iced out' as provided by Rule 21

52 When the ball has been touched down in the opponent goal none of the side in whose goal it has been so touched down shall touch it or in any way displace it or interfere with the player of the other side who may be taking it up or out

53 The Ball is dead whenever a goal has been obtained, but if a 'try at goal' be not successful the kick shall be considered as only an ordinary kick in the course) of the game

54 'Charging' i.e. rushing forward to kick the ball or tackle a player, is lawful for the opposite side in all cases of a place kick after a fair catch or upon a 'try at goal', immediately the ball touches or is placed on the ground, and in cases of a drop kick or punt after a fair catch as soon as the player having the ball commences to run or offers to kick on the ball has touched the ground but he may always draw back and unless he has dropped the ball or actually touched it with his foot they must again retire to his mark (see Rule 56) The opposite side in the case of a punt out or punt on, and the kicker's side in all cases may not charge until the ball has been kicked

55 If a player having the ball when about to 'punt it out' goes outside the goal line or when about to 'punt it out' advances nearer to his own goal line than his mark made on making the fair catch, or if after the ball has been touched down in the opponents' goal or a fair catch has been made more than one player of the side which has so touched it down or made the fair catch, touch the ball before it is again kicked the opposite side may charge at once

56 In cases of a fair catch the opposite side may come up to and stand anywhere on or behind a line drawn through the mark made by the player who has made the catch and parallel to their own goal line, [but in the case of a fair catch from a 'punt out' or a 'punt on' they may not advance further in the direction of the touch line nearest to such mark than a line drawn through such mark to their goal line and parallel to such touch line In all cases (except a punt out and a punt on) the kicker's side must be behind the ball when it is kicked, but may not charge until it has been kicked

57 No 'hacking' or 'hacking over' or tripping up shall be allowed under any circumstances

58 No one wearing projecting nails iron plates or gutta percha on any part of his boots or shoes shall be allowed to play in a match

59 The Captains of the respective sides shall be the sole Arbiters of all disputes

Approved

22/6/71

23. RUGBY FOOTBALL UNION 1889-'90

THE HISTORY OF THE RUGBY FOOTBALL

(In the 1870s Richard Lindon is credited with inventing a rubber bladder for footballs although there is evidence rubber bladders were used in the USA in the 1850s)

The first mention of the ball in the Laws of the Game was in 1892 which laid down 'The game shall be played with one oval ball of as nearly as possible the following dimensions length 11 inches to 11 1/4 inches, length in circumference 30 inches to 31 inches, width in circumference 25 1/2 inches to 26 inches, weight 12 to 13 ounces, handsewn and not less than 8 stitches to the inch'

In 1893 the weight was changed to 13 to 14 1/2 ounces In 1931 the circumference in width was changed to 24 to 25 1/2 inches, weight 13 1/2 to 15 ounces

These dimensions were still in force until 1975-76 when they became metric as follows

(1) Length in line 280 to 290 mm

Circumference end on 760 to 790 mm

Circumference width 610 to 650 mm

Weight 380 to 430 grms

(2) Balls may be treated to make them resistant to mud and easier to grip The casing need not be of leather

The latest Law reads –

The ball when new shall be oval in shape, of four panels and of the following dimensions

Length in line 280 to 300 mm

Circumference end on 760 to 790 mm

Circumference in width 580 to 620 mm

Weight 400 to 440 grms

Note (1) The ball at commencement of play shall have a pressure equivalent to 9 1/2 - 10 lb/square inch (0.6697 - 0.7031 kgs/square centimetre) at sea level

(2) The dimensions of the ball may be reduced only for younger boys

(3) The ball may be specially treated to make them [sic] resistant to mud and easier to grip The casings need not be of leather

(4) It is permissible [sic] to have spare balls available during a match but a team may not gain or attempt to gain an unfair advantage through their use or by changing them

THE LAWS OF THE GAME OF FOOTBALL

AS PLAYED BY

THE RUGBY FOOTBALL UNION. 1889-'90.

I. INTRODUCTION

1 – The Rugby Game of Football should be played by 15 players on each side. The field-of-play shall not exceed 110 yards in length, nor 75 in breadth, and shall be as near these dimensions as practicable. The lines defining the boundary of the field-of-play shall be suitably marked, and shall be called the goal-lines at the ends and the touch-lines at the sides. On each goal-line and equidistant from the touch-lines shall be two upright posts, called goal posts, exceeding 11 feet in height, and placed 18 feet 6 inches apart, and jointed by a cross-bar 10 feet from the ground, and the object of the game shall be to kick the ball over this cross-bar and between the posts. The game shall be played with an oval ball of as nearly as possible the following size and weight, namely—

Length	11 inches to 11 1/2 inches
Length circumference	30 inches to 31 inches
Width circumference	25 1/2 inches to 26 inches
Weight	13 ounces to 14 1/2 ounces
Hand sewn and not less than 8 stitches to the inch	

II. GLOSSARY— DUTIES OF OFFICIALS— SCORING.

2 – The following terms occur in the laws, and have the respective meanings attached to each –

DEAD-BALL LINES – Not more than 25 yards behind and equidistant from each goal line, and parallel thereto, shall be lines, which shall be called the Dead-Ball Lines, and if the ball or player holding the ball touch or cross these lines the ball shall be dead and out of play.

IN-GOAL – Those portions of the ground immediately at the ends of the field-of-play and between the touch-lines, produced to the dead-ball lines, are called In-Goal. The goal-lines are In-Goal.

TOUCH – Those portions of the ground immediately at the sides of the field-of-play and between the goal-lines, if produced, are called Touch. The touch-lines and all posts and flags marking these lines, or the centre, or 25 yards lines, are in Touch.

TOUCH-IN-GOAL – Those portions of the ground immediately at the four corners of the field-of-play, and between the goal and touch-lines, if respectively produced, are called Touch-in-Goal. The Corner posts and flags are in Touch-in-Goal.

A DROP-KICK is made by letting the ball fall from the hands, and kicking it as it rises.

A PLACE-KICK is made by kicking the ball after it has been placed on the ground for the purpose.

A PUNT is made by letting the ball fall from the hands and kicking it before it touches

the ground

A TACKLE is when the holder of the ball is held by one or more players of the opposite side

HELD is when the player carrying the ball cannot pass it

A SCRUMMAGE, which can only take place in the field-of-play, is formed by one or more players from each side closing round the ball when it is on the ground, or by their closing up in readiness to allow the ball to be put on the ground between them

A TRY is gained by the player who first puts his hand on the ball on the ground in his opponents' In-goal

A TOUCH-DOWN is when a player touches down as above in his own In-goal

A GOAL is obtained by kicking the ball from the field-of-play, by any place-kick except a kick off, or by any drop-kick except a drop-out, without touching the ground or any player of either side over the opponents' cross-bar, whether it touch such cross-bar or either goal-post or not

KNOCKING-ON and THROWING-FORWARD are propelling the ball by the hand or in the direction of the opponents' In-goal, a throw out of touch cannot be claimed as a throw-forward

A FAIR-CATCH is a catch made direct from a kick or knock-on, or throw forward by one of the opposite side, the catcher must immediately claim the same by making a mark with his heel at the spot where he made the catch

KICK-OFF is a place kick from the centre of the field-of-play, the opposite side may not stand within ten yards of the ball, nor charge until the ball be kicked, otherwise another kick-off shall be allowed. If the ball pitch in touch, the opposite side may have it kicked off again

DROP-OUT is a drop-kick from within 25 yards of the kicker's goal line, within which distance the opposite side may not charge, otherwise another drop-out shall be allowed. If the ball pitch in touch the opposite side may have it dropped out again

At kick-off the ball must reach the limit of ten yards, and at drop-out must reach the 25 yards lines. If otherwise, the opposite side may have the ball re-kicked, or scrummaged, at the centre or in the middle of the 25 yards line, as the case may be

OFF-SIDE See Laws 7 and 8

3 – In all matches a REFEREE and two TOUCH JUDGES must be appointed, the former being mutually agreed upon. The Referee must carry a whistle, the blowing of which shall stop the game, he must whistle in the following cases –

(a) When a player makes and claims a fair catch

(b) When he notices rough or foul play or misconduct. For the first offence he shall either caution the player or order him off the ground, but for the second offence he must order him off. If ordered off, the player must be reported by him to the Union

(c) When he considers that the continuation of the play is dangerous

(d) When he wishes to stop the game for any purpose

(e) If the ball or a player running with the ball touch him, in which case it shall be scrummaged at the spot

(f) At half-time and no-side, he being the sole timekeeper, having sole power to allow extra time for delays, but he shall not whistle for half-time or no-side until the ball be held or out of play

(g) When he notices any irregularity of play whereby the side committing such gain an advantage

- (h) When he notices a breach of Laws 5 and 15
- (i) When he wishes to enforce any penalty under Law 11
- (j) When a goal is kicked
- (k) When the ball goes into touch-in-goal

POWERS OR REFEREE

The Referee shall be sole judge in all matters of fact, but as to matters of law, there shall be the right of appeal to this Union

DUTY OF TOUCH-JUDGES

The Touch-Judges shall carry flags, and shall each take one side of the ground, outside the field-of-play, and the duty of each shall be to hold up his flag when and where the ball goes into touch, or touch-in-goal, and also to assist the Referee, when kicks at goal from a try, fair-catch, or free-kicks are being taken, each standing at a goal post

RULES

4 – The Captains of the respective sides shall toss for the choice of In-goals or the kick-off. Each side shall play an equal time from each In-goal, and a match shall be won by a majority of points, if no point be scored, or the number be equal, the match shall be drawn

SCORING

The following shall be the mode of scoring –

A Try equals 3 points

A Goal from a Try (in which case the try shall not count) equals 5 points

A Dropped Goal (Except from a Mark or a Penalty Mark) equals 4 points

A Goal from a Mark or Penalty Mark equals 3 points

KICK-OFF

5.– At the time of the kick-off all the kicker's side shall be behind the ball, if any be in front the Referee shall blow his whistle and order a scrummage where the kick-off took place. The game shall be started by a kick-off –

- (a) After a goal, by the side losing such goal, and
- (b) After half-time by the opposite side to that which started the game

III. MODE OF PLAY– DEFINITIONS

MODE OF PLAY

6 – When once the game is started, the ball may be kicked or picked up and run with by any player who is on-side, at any time, except that it may not be picked up–

- (a) In a Scrummage
- (b) When it has been put down after it has been fairly held
- (c) When it is on the ground after a player has been tackled

It may be passed or knocked from one player to another provided it be not passed, knocked or thrown forward. If a player while holding or running with the ball be held, he MUST at once put it fairly down between him and his opponents' Goal-line

OFF-SIDE

7 – A player is placed off-side if he enters a scrummage from his opponents' side, or if the ball has been kicked, touched, or is being run with by one of his own side behind him. A player can be off-side in his opponents' In-goal, but not in his own, except where one of his side takes a free kick behind his goal line, in which case all of his side must be behind the ball when kicked.

8 – An off-side player is placed on side –

- (a) When an opponent has run five yards with the ball
- (b) When the ball has been kicked by, or has touched an opponent
- (c) When one of his side has run in front of him with the ball
- (d) When one of his side has run in front of him, having kicked the ball when behind him

An off-side player shall not play the ball, nor during the time an opponent has the ball, run, tackle, or actively or passively obstruct, nor may he approach or wilfully remain within ten yards of any player waiting for the ball, on any breach of this law, the opposite side shall be awarded, at their option –

- (e) A free kick, the place of such breach being taken as the mark
- (f) A scrummage at the spot where the ball was last played by the offending side before such breach occurred

Except in the case of unintentional off-side, when a scrummage shall be formed where such breach occurred

FAIR-CATCH

9 – If a player makes a fair-catch a free-kick shall be awarded, even though the whistle has been blown for a knock-on or a throw-forward. Any player on the same side may take the kick or place the ball.

FREE-KICKS

10 – All free kicks may be place-kicks, drop-kicks, or punts, but must be in the direction of the opponents' goal line, and across the kicker's goal line, if kicked from behind the same. They may be taken at any spot behind the mark in a line parallel to the touch lines. In all cases the kicker's side must be behind the ball when it is kicked, except the player who may be placing the ball for a place kick, and it is the duty of the Referee to see that the ball be kicked from the parallel line. In case of any infringement of this law the Referee shall order a scrummage at the mark. The opposite side may come up to, and charge from anywhere on or behind a line drawn through the mark and parallel to the goal lines, and may charge as soon as the kicker commences to run or offers to kick or the ball be placed on the ground for a place kick, but in case of a drop kick or punt the kicker may always draw back, and unless he has dropped the ball the opposite side must retire to the line of the mark. But if any of the opposite side do charge before the player having the ball commences to run or offers to kick, or the ball has touched the ground for a place kick (and this applies to tries at goal as well as free kicks), provided the kicker has not taken his kick, the charge may be disallowed.

IV.– PENALTIES – PENALTY-KICKS FOR

11 – Free kicks by way of penalties shall be awarded if any player–

- (a) Intentionally either handles the ball, or falls down in a scrummage, or picks the

ball out of a scrummage

(b) Does not immediately put it down in front of him, on being held

(c) Being on the ground, does not immediately get up

(d) Prevents an opponent getting up, or putting the ball down

(e) Illegally tackles, charges, or obstructs as in law 8

(f) Wilfully holds an opponent who has not got the ball

(g) Wilfully hacks, hacks-over, or trips-up

(h) Wilfully puts the ball unfairly into a scrummage, or, the ball having come out, wilfully returns it by hand or foot into the scrummage

(i) Not himself running for the ball, charges or obstructs an opponent not holding the ball

(j) Shouts "all on side," or words to that effect, when his players are not on side

(k) Not in a scrummage, wilfully obstructs his opponents' backs by remaining on his opponents' side of the ball when it is in a scrummage

(l) Wilfully prevents the ball being fairly put into a scrummage

(m) If any player or team wilfully and systematically break any law or laws, for which the penalty is only a scrummage, or cause unnecessary loss of time

(n) Being in a scrummage, lift a foot from the ground before the ball has been put into such scrummage

The places of infringement shall be taken as the mark, and any one of the side granted the free kick may place or kick the ball

On breach of sub-section (j) the opposite side shall be awarded at their option—

(a) A scrummage where the ball was last played

(b) A free kick at the place of infringement

V.—GENERAL – BALL IN TOUCH

12 – The ball is in touch when it or a player carrying it, touch or cross the touch line, it shall then belong to the side opposite to that last touching it in the field of play, except when carried in. One of the side to whom the ball belongs shall bring it into play at the spot where it went into touch, by one of the following methods –

(a) Throwing it out so as to alight at right-angles to the touch-line, or

(b) scrummaging it at any spot at right angles to the touch-line, 10 yards from the place where it went into touch

If the referee blows his whistle because the ball has been thrown out so as not to alight at right angles to the touch line, the opposite side shall bring it out as in (b)

TRY AT GOAL

13 – When the side has scored a try, the ball shall be brought from the spot where the try was gained into the field-of-play in a line parallel to the touch-lines, such distance as the placer thinks proper, and there he shall place the ball for one of his side to try and kick a goal, this place-kick is governed by Law 10 as to charging, &c, the mark being taken as on the goal-line. It is the duty of the Referee to see that the ball is taken out straight

UNFAIR PLAY, ALLOWING OR DISALLOWING A TRY

The Referee shall award a try, if, in his opinion, one would undoubtedly have been obtained but for unfair play or interference of the defending side. Or, he shall disallow

a try, and adjudge a touch-down, if, in his opinion, a try would undoubtedly not have been gained but for unfair play or interference of the attacking side. In case of a try so allowed the kick at goal shall be taken at any point on a line parallel to the touch lines, and passing through the spot where the ball was when such unfair play or interference took place.

BALL HELD IN IN-GOAL

14 – If the ball, when over the goal-line and in possession of a player, be fairly held by an opposing player before it is grounded, it shall be scrummaged 5 yards from the goal-line, opposite the spot where the ball was held.

DROP-OUT

15 – After an unsuccessful try, or touch-down, or if the ball after crossing the goal-line go into touch-in-goal or cross the dead-ball line, it shall be brought into play by means of a drop-out, when all the kicker's side must be behind the ball when kicked, in case any are in front, the Referee shall order a scrummage on the 25 yards line and equidistant from the touch-lines.

KNOCK-ON, THROW-FORWARD

16 – In case of a throw-forward or knock-on, the ball shall be brought back to the place where such infringement occurred and there be scrummaged, unless a fair-catch has been allowed, or the opposite side gain an advantage.

PASS OR CARRY BACK OVER OWN GOAL-LINE

17 – If a player shall wilfully kick, pass, knock, or carry the ball back across his goal-line and it there be made dead, the opposite side may claim that the ball shall be brought back and a scrummage formed at the spot whence it was kicked, passed, knocked or carried back. Under any other circumstances a player may touch the ball down in his own In-goal.

HACKING, TRIPPING

18 – Hacking, hacking-over, or tripping-up are illegal. The Referee shall have full power to decide what part of the player's dress, including boots and projections thereon, buckles, rings, etc., are dangerous, and having once decided that any part is dangerous shall order such player to remove the same, and shall not allow him to take further part in the game until such be removed.

IRREGULARITIES IN IN-GOAL, NOT OTHERWISE PROVIDED FOR

19 – In case of any law being infringed in In-goal by the attacking side, a touch-down shall be awarded, but where such breach is committed by the defending side, a scrummage shall be awarded 5 yards from the goal-line, opposite to the spot where the breach occurred.

OTHER IRREGULARITIES NOT PROVIDED FOR

But in the case of any law being broken, or any irregularities of play occurring on the part of either side not otherwise provided for, the ball shall be taken back to the place where the breach of the law or irregularity of play occurred, and a scrummage formed there.

24. RUGBY UNION LAWS 1895

(From Athletic News Annual, Manchester 1896)

LAWS OF THE GAME

I. INTRODUCTION

1 The Rugby Game of Football should be played by fifteen players on each side (Anyone coming under the laws of professionalism shall not be allowed to take part in any game under this Union's jurisdiction) The field of play shall not exceed 110 yards in length, nor 75 in breadth, and shall be as near these dimensions as practicable The lines defining the boundary of the field of play shall be suitably marked, and shall be called the goal-lines at the ends and the touch-lines at the sides

On each goal-line and equi-distant from the touch-lines shall be two upright posts, called goal posts, exceeding 11 ft in height, and placed 18ft 6in apart and joined by a cross-bar 10ft from the ground, and the object of the game shall be to kick the ball over this cross-bar and between the posts The game shall be played with an oval ball of as nearly as possible the following size and weight, namely -

Length 11 to 11 25 in

Length circumference 30 to 31 in

Width circumference 25 5 to 26 in

Weight 13 to 14 5 oz

Hand sewn and not less than 8 stitches to the inch

II. GLOSSARY- DUTIES OF OFFICIALS - SCORING.

2 The following terms occur in the laws, and have the respective meaning attached to each -

DEAD BALL LINE—Not more than twenty-five yards behind and equi-distant from each goal-line, and parallel thereto, shall be lines, which shall be called the dead ball lines, and if the ball or player holding the ball touch or cross these lines the ball shall be dead and out of play

IN-GOAL—Those portions of the ground immediately at the ends of the field of play and between the touch-lines, produced to the dead-ball lines, are called in-goal The goal-lines are in goal

TOUCH—Those portions of the ground immediately at the sides of the field of play and between the goal-lines, if produced, are called touch The touch-lines are in touch

TOUCH-IN-GOAL—Those portions of the ground immediately at the four corners of the field of play, and between the goal and touch-lines, if respectively produced, are called touch-in-goal

A DROP-KICK—is made by letting the ball fall from the hands, and kicking it the very instant it rises

A PLACE KICK—is made by kicking the ball after it has been placed on the ground

A PUNT—is made by letting the ball fall from the hands and kicking it before it

touches the ground

A TACKLE—is when the holder of the ball is held by one or more players of the opposite side

A SCRUMMAGE, which can only take place in the field of play, is when the ball is put down between players who have closed round on their respective sides, and who must have both feet on the ground

A TRY—is gained by the player who first puts his hand on the ball on the ground in his opponents' in-goal

A TOUCH-DOWN is when a player touches down as above in his own in-goal

A GOAL is obtained by kicking the ball from the field of play, except from a punt, from a kick-off, or from a drop-out, direct (*i.e.* without touching the ground or any player of either side) over the opponents' cross-bar, whether it touch such cross-bar or the goal-posts or not

KNOCKING-ON and THROWING-FORWARD are propelling the ball by the hand or arm in the direction of the opponents' in-goal, a throw out of touch cannot be claimed as a throw-forward

A FAIR-CATCH is a catch made direct from a kick or knock-on or throw-forward by one of the opposite side. The catcher must immediately claim the same by making a mark with his heel at the spot where he made the catch

KICK-OFF is a place-kick from the centre of the field of play, the opposite side may not stand within ten yards of the ball, nor charge until the ball is kicked otherwise another kick-off shall be allowed. If the ball pitch in touch the opposite side may have it kicked off again

DROP-OUT is a drop-kick from within 25 yards of the kicker's goal line, within which distance the opposite side may not charge, otherwise another drop-out shall be allowed. If the ball pitch in touch the opposite side may have it dropped out again

At kick-off the ball must reach the limit of 10 yards, and at drop out must reach the 25 yards line. If otherwise, the opposite side may have the ball re-kicked, or scrummaged, at the centre or in the middle of the 25 yards line, as the case may be

OFF-SIDE - See Laws 7 and 8

3 In all matches a referee and two touch judges must be appointed, the former being mutually agreed upon

DUTIES OF THE REFEREE

The referee must carry a whistle, which he must blow in the following cases -

(a) When he allows an appeal

(b) When a player makes and claims a fair catch

(c) On noticing rough or foul play or misconduct, when for the first offence he shall either caution the player or order him off the ground, but for the second offence he must order him off and afterwards report him to the Union to which he belongs

(d) When a player is down in a scrummage and he considers it dangerous

(e) When the ball has been improperly put into a scrummage.

(f) When he allows a decision given by a touch judge

(g) When wishing to stop the game for any purpose

(h) If the ball or a player running with the ball touch him

(i) At half-time and no-side, he being the sole time-keeper, having sole power to allow extra time for delays, but he shall not whistle for half-time or no-side until the ball be

held or out of play

(j) When a player in a scrummage lifts a foot from the ground before the ball has been put fairly into the scrummage

POWERS OF REFEREE

The referee shall be sole judge in all matters of fact but as to matters of law there shall be the right of appeal to the (Rugby Union) International Board All appeals must be made to him immediately, otherwise they cannot be entertained

DUTIES OF TOUCH-JUDGES

The touch-judges shall carry flags, and shall each take one side of the ground, outside the field of play, and their duty shall be to hold up their flag when and where the ball goes into touch

4 The captains of the respective sides shall toss for the choice of in-goals or the kick-off Each side shall play an equal time from each in-goal, and a match shall be won by a majority of points, if no point be scored, or the number be equal, the match shall be drawn

SCORING

The following shall be the mode of scoring -

A Try equals 3 points

A Penalty Goal equals 3 points

A Goal from a Try (in which case the try shall not count) equals 3 points Any other Goal equals 4 points

KICK-OFF

5 At the time of the kick-off all the kicker's side shall be behind the ball, if in front, the referee, on an appeal from the opposite side, shall order a scrummage where the kick-off took place The game shall be restarted by a kick-off

(a) After a goal, by the side losing such goal, and

(b) After half-time by the opposite side to that which started the game

III MODE OF PLAY-DEFINITIONS

6 When once the game is started the ball may be kicked or picked up and run with by any player who is on-side, at any time, except that the ball may not be picked up -

(a) In a scrummage

(b) When it has been put down after it has been fairly held

(c) When it is on the ground after a player has been tackled

It may be passed or knocked from one player to another provided it be not passed, knocked, or thrown forward If a player while holding or running with the ball be tackled and the ball fairly held, he must at once put it down in front of him

OFF-SIDE

7 A player is off-side if he enters a scrummage from his opponents' side, or if the ball has been kicked, touched, or is being run with by one of his own side behind him A

player can be off-side in his opponents' in-goal, but not in his own, except where one of his side takes a free kick behind his goal-line, in which case all of his side must be behind the ball when kicked

8 An off-side player is placed on-side -

(a) When an opponent has run five yards with the ball

(b) When the ball has been kicked by, or has touched an opponent

(c) When one of his side has run in front of him with the ball

(d) When one of his side has run in front of him having kicked the ball when behind him

An off-side player shall not play the ball, nor during the time an opponent has the ball, run, tackle, or obstruct, nor may he approach within five yards of any player waiting for the ball, on any breach of this law, the opposite side, on an appeal by them, shall be awarded, at their option -

(e) A free kick the place of such breach being taken as the mark

(f) A scrummage at the spot where the ball was last played by the offending side before such breach occurred

Except in the case of unintentional off-side, when a scrummage shall be formed where such breach occurred

FAIR CATCH

9 If a player makes a fair catch he shall be awarded a free kick, and he himself must either kick *or* place the ball

FREE KICKS

10 All free kicks may be place-kicks, drop-kicks, or punts but must be in the direction of the opponents' goal line, and across the kicker's goal line. If kicked from behind the same. They may be taken at any spot behind the mark in a line parallel to the touch-lines. If taken by drop or punt the catcher must take the kick. If taken by a place-kick the catcher must place the ball. In all cases the kicker's side must be behind the ball when it is kicked, except the player who may be placing the ball for a place-kick. In case of any infringement to this law the referee shall, on a claim by the opposite side, order a scrummage at the mark. The opposite side may come up to, and charge from, anywhere on or behind a line drawn through the mark and parallel to the goal-lines, and may charge as soon as the catcher commences to run or offers to kick or place the ball on the ground for a place-kick, but in case of a drop-kick or punt the kicker may always draw back, and unless he has dropped the ball or touched it with his foot, the opposite side must retire to the line of the mark. But if any of the opposite side do charge before the player having the ball commences to run or offers to kick, or the ball has touched the ground for a place-kick (and this applies to tries at goal as well as free kicks), provided the kicker has not taken his kick the charge may be disallowed on an appeal.

IV. PENALTIES

11 Free kicks by-way of penalties shall be awarded on claims by the opposite side if any player

(a) Intentionally either handles the ball or falls down in a scrummage, or picks the ball

out of a scrummage

- (b) Having the ball, does not immediately put it down in front of him, on it being held
- (c) Being on the ground, does not immediately get up
- (d) Prevents an opponent getting up
- (e) Illegally tackles, charges, or obstructs, as in Law 8
- (f) Wilfully puts the ball unfairly into a scrummage
- (g) Not himself running at the ball, charges or obstructs an opponent not holding the ball
- (h) When any player not in a scrummage wilfully obstructs his opponents' half-backs by standing on his opponents' side of the ball when it is in a scrummage
- (i) Being in a scrummage lifts a foot from the ground before the ball has been put into such scrummage In this case the referee must allow a free kick to the opposite side without any appeal

The places of infringement shall be taken as the mark, and any one of the side granted the free kick may place or kick the ball

V-GENERAL-BALL IN TOUCH

12 The ball is in touch when it or a player carrying it, touch or cross the touch-line, it shall then belong to the side opposite to that last touching it in the field of play, except when carried in One of the side to whom the ball belongs shall bring it into play at the spot where it went into touch, by one of the following methods -

- (a) Bounding it on the field of play at right angles to the touch line, and then run with it, kick it or punt it

THROW-OUT

- (b) Throwing it out so as to alight at right-angles to the touch-line, or
- (c) Scrummaging it at any spot at right-angles to the touch-line, between 5 and 15 yards from the place where it went into touch

If the ball be not thrown out of touch so as to alight at right angles to the touch line the opposite side may at once claim to bring it out themselves as in (c)

TRY AT GOAL

13 When the side has scored a try the ball shall be brought from the spot where the try was gained into the field of play in a line parallel to the touch-lines, such distance as the placer thinks proper, and there he shall place the ball for one of his side to try and kick a goal, this place kick is governed by law 10 as to charging, &c , the mark being taken as on the goal-line It is the duty of the defending side to see that the ball is taken out straight

UNFAIR PLAY ALLOWING OR DISALLOWING A TRY

On an appeal the referee shall award a try if, in his opinion, one would undoubtedly have been obtained but for unfair play or interference of the defending side Or he shall disallow a try and adjudge a touch-down if, in his opinion, a try would undoubtedly not have been gained but for unfair play or interference of the attacking side In case of a try so allowed the kick at the touch lines, and passing through the spot where the ball was when such unfair play or interference took place

BALL HELD IN IN-GOAL

14 If the ball, when over the goal-line and in possession of a player, be fairly held by an opposing player before it is grounded, it shall be scrummaged five yards from the goal-line, opposite the spot where the ball was held

DROP-OUT

15 After an unsuccessful try or touch-down or if the ball after crossing the goal-line go into touch-in-goal or touch or cross the dead-ball line, it will be brought into play by means of a drop-out, when all the kicker's side must be behind the ball when kicked, in case any are in front, the referee shall, on appeal from the opposite side, order a scrummage on the 25 yards line and equi-distant from the touch-lines

KNOCK-ON, THROW-FORWARD

16 In case of a throw forward or knock-on, the ball shall, on a claim by the opposite side be at once brought back to where such infringement took place and there put down, unless a fair-catch has been made and claimed. If the ball or a player running with the ball touches the referee it shall there be put down

PASS OR CARRY BACK OVER OWN GOAL-LINE

17 If a player shall kick, pass, knock or carry the ball back across his goal-line and it there be made dead, the opposite side may claim that the ball shall be brought back and a scrummage formed at the spot whence it was kicked, passed, knocked, or carried back. Under any other circumstances, a player may touch the ball down in his own in-goal

HACKING, TRIPPING

18 No hacking, or hacking over, or tripping up, shall be allowed under any circumstances. No one wearing projecting nails, iron plates, or gutta percha on any part of his boots or shoes shall be allowed to play in a match

SHINTY



Cover of the Book of the Club of the True Highlanders

RULES OF SHINTY FROM LEABHAR COMUNN NAM FIOR GHA'’E'L

(Published in 1871)

(These Rules were in existence for some considerable time before 1871)

Football, curling, and golf, are too well known to need description, and we must content ourselves with a notice of the Camanachd, as not only being a favourite sport of the Club of True Highlanders, but as being undoubtedly the oldest known Celtic sport or pastime. The game is also called Cluich bhall, shinnie, shinty, bandy, hurling, hockey, and at one time was a universal and favourite game of the whole of Keltland.

We have already mentioned that it formed an important part of Celtic military education. Repeated reference is made to this game in the ancient laws. The enrichment of the camacs with different metals is mentioned, and “no one was to be fined for hurling on the green, because every green was free.” The game must always be classed as the most valuable means for promoting agility, speed, presence of mind, endurance, truth of eye, and sureness of foot, no game is better calculated to bring into play all the muscles of the body and faculties of the mind, without over-straining, and we must trust that the day is not far distant when the youth of Great Britain will as keenly contest the hale as their fathers did. The origin of this game is lost in the midst of ages, McPherson says - “In Ireland it has been always the national game - indeed, it is said, and, no doubt, with great truth, that the game of Camanachd, or club playing, was introduced into the Green Isle by the immediate descendants of Noah. On such authority we may rationally conclude that it was played by Noah himself, and if by Noah, in all probability by Adam and his sons.” As we have, however, no contemporary account of the game at that period we must be content with later records.

Many authorities have endeavoured to prove that the game was an importation of the Romans, but Menzies effectively demolishes the flimsy fabric.

All ball playing was suppressed by Edward III, by a public edict, the ostensible reason for suppressing these sports being that they impeded the progress of archery.

“The game is played in its utmost perfection in the districts of Strathdearn, Strathnairn, Strathspey, Braidalbane, Rannoch, Lochaber, in many parts of the West Highlands, but particularly so in Baideanach, where the late Colonel Duncan Macpherson, the father of the present chief, greatly patronised it.”

“The number - one each side - on the Prad of Cluny was never above ten, and the distance of the haies from each other was always about half a mile. This is, however, not practicable in all situations. The width of each goal was about seven feet.” This game has always been a great favourite with the members of the Club, and the “mire chath” of the combatants in the mimic fray has again and again aroused the enthusiasm of the bards of the Club. The first recorded game shows that the members in order to enjoy the sport had to start at ten o'clock in the morning per coach from the British Coffee House. The game was held at Blackheath, and the day's amusement was finished with the dance, the song, and the shell. Blackheath for many years was the favourite spot, but increasing railway facilities having made it the resort of a crowd of pleasure seekers, Wimbledon Common, the racecourse of the Alexandra Palace, &c, have of late years been selected for the annual gatherings. The game as played by the Club of True Highlanders has always been opened with a certain amount of cere-

monial, the due order of which is as follows

First The players march from the place of rendezvous two by two, club over shoulders, to the field, preceded by the warder and piper

Second When arrived in front to the marquee, the members lay aside those parts of the dress which would become cumbersome and prevent activity in the game

The arrangements of the field are under the direction of the chief, and the teams are under the direction of the two chieftains or captains who stake out the ground The distance that the hales are placed apart varies with the extent of the ground and the number of players, each hale being formed of two flags placed ten feet apart, the mid-hale, or place from which the game is started, is also marked

Third The chieftains then select by lot, as customary, their respective parties The usual manner is for one of the chieftains to toss the caman towards the other, who catching it with one hand, a grip is taken hand over hand until the end is reached, and the man who can take the last grip has the first choice

The players are drawn up in two lines, as they are to be opposed to each other in order of play, the chief and chieftains will then pass between the men, and the chief will read out the following rules

Rules and regulations of the game (as generally observed throughout Scotland).

1 The club or caman to be used for no other purpose than that of propelling the ball, neither to trip the foot of an opponent not in any way to molest him, except to turn away his club that you may gain the ball

2 No player on any account must push the player he is in pursuit of, for that is attended with great danger, it being evident that an extra force applied to a person at full speed may easily throw him on his head No player must voluntarily shoulder his opponent, the fair game being to get before him and take the ball from him, not by force, but by dexterity

3 Each player must play on his own side, that is, right-handed, and no-one shall be deemed accountable for any accident that may happen to a left-handed player

4 The ball must be driven in between the two sides of the goal (Eader dha bhith and taoghail), either on the ground so as not to touch either side, or if it hails by a raised blow, the course of the ball must be fairly over the space between the sides of the goal

5 If any dispute arise it must be left to the chief, whose decision shall be final

6 The side that hails plays the next game in the opposite direction, and must be allowed to drive the ball from the goal into the middle space as far as he can in one blow, and he who hails has the right to give the first blow to the ball in the next game, or he can transfer his privilege to any one of his own side

The rules proclaimed, the next duty of the chieftains is to decide in which direction each side is to play the first game, one sends a caman spinning in the air, crying, "Bas na cas", the other chieftain cries to one or the other, and his side plays to the hale to which the selected end points, they then see that their men are placed in the best position At this stage of the proceedings great care should be exercised as to the manner in which the men are placed, one or two steady, cool hands should be placed to guard the hale, and the younger and more active members should be placed towards mid-hale, or forward towards the opponents' hale The men should be cautioned to play into each other's hands, as many a good game has been lost by an over-eager

player driving the ball anywhere, regardless of consequence, so long as he could get a good lick at it. Each player should also be careful to play the ball so that it can be taken up by his comrades, and not by his opponents.

When the chieftains reach the mid-hale and are face to face, the warning given by one chieftain, "Bual'm ort" (I'll strike), is answered by "Leagadh me leat" (I'll allow you), the chief then exclaims, "Suas é," throws up the ball, and the game commences. The hush of expectancy gives place to the excitement and animation of the camanachd, the ball is driven hither and thither, from caman to caman, sometimes a smart blow sends it flying in the air, at others it is kept bounding along by the skilful play of a fleet runner, and it is banded about with varying fortune until it comes dangerously near one of the hailes, the hale keepers and the rear backs are anxiously on the alert, the players draw together, darting backwards and forwards like a swarm of midges, until a well directed blow either sends the ball flying between (or over) the hale-posts or towards the centre of the field, and so the struggle is kept up until the buail-choilleag (or stroke that gains the hale) has been given. The next game is then started from the hale which has just been gamed by one of the winning sides driving the ball from the centre of the hale towards the middle of the field.

In the progress of the game if the ball should be driven past the hailes, the party defending the same has the right to one hit to drive the ball as far towards the middle as he can [or in the most suitable direction].

This manner of playing the game has been carefully handed down in the records of the Club of True Highlanders, and, we think, is the best mode of play, but it is played in a slightly different manner by other societies. The Highland Camanachd Club has a boundary line of flags, and when the ball passes that line it is dead, and is brought in six paces, and thrown up again. This system has its advantages and its disadvantages. On the other hand, a great deal of time is wasted in stepping the distance and throwing up the ball, and there is a great temptation for a player, when he is hard pushed, to strike it out of bounds, and then get breathing time. This is especially noticeable on the hale boundaries: a player, no matter how unskilful, can by a power blow drive the ball past (no matter how wide of) the hale, the six paces are stepped, the players have time to draw near, and the ball is started within six paces of the hale, and this dangerous advantage is gained either by bad play or an exhibition of mere animal force. Another point of difference is that at the commencement of each game the ball is thrown up by one of the captains at mid-hale. The illustrations of the game (copied from a sketch woodcut in the possession of the Club, which is supposed to have been from the pencil of Landseer) give a very good idea of the game. The caman on the left hand was made by ourselves of bent ash.

The old Badenoch caman was about four and a half inches long in the bas or flat, and was about two inches thick at the back or keel, but not above one-half inch thick at the top, thus admirably contrived for raising the ball, and sending it to the greatest distance at one blow, it was always made of birch.

The ball was generally a small cricket ball, covered with stout twine, but is not so reliable as the old-fashioned one.

The game when played on ice is one of the most exciting it is possible to conceive, the ball, however, is replaced by a lump of cork, or bung, and the players wear skates.

We may add that the season for the game generally extends from two months before to two months after New Year's time. The annual Cruinneachadh Camanachd of the

Club of True Highlanders, however, is generally held about Belteine, or event later, in order that the ladies may participate with comfort and pleasure in the outing. Play is generally kept up for two or three hours, and, after a dance or two to John McKenzie's piping, the zest with which the "beef and greens" are attacked may be (as the newspaper reporter would say) more easily imagined than described

[MacIntyre-North, *Leabhar Comunn nam Fìor Ghàel (Book of True Highlanders)*, 1871. See Hutchinsonson page 73 ff for references]

The field of play for shinty and the team line-up in the early days.

This line-up of eleven-a-side teams appears to be for 'field' shinty with man-to-man marking. The two figures in full tartan may be chiefs or referees although the total number sketched is only 18. The field of play appears to be very long and very uneven. Copy of PL LXIX in *Book of the Club of True Highlanders*

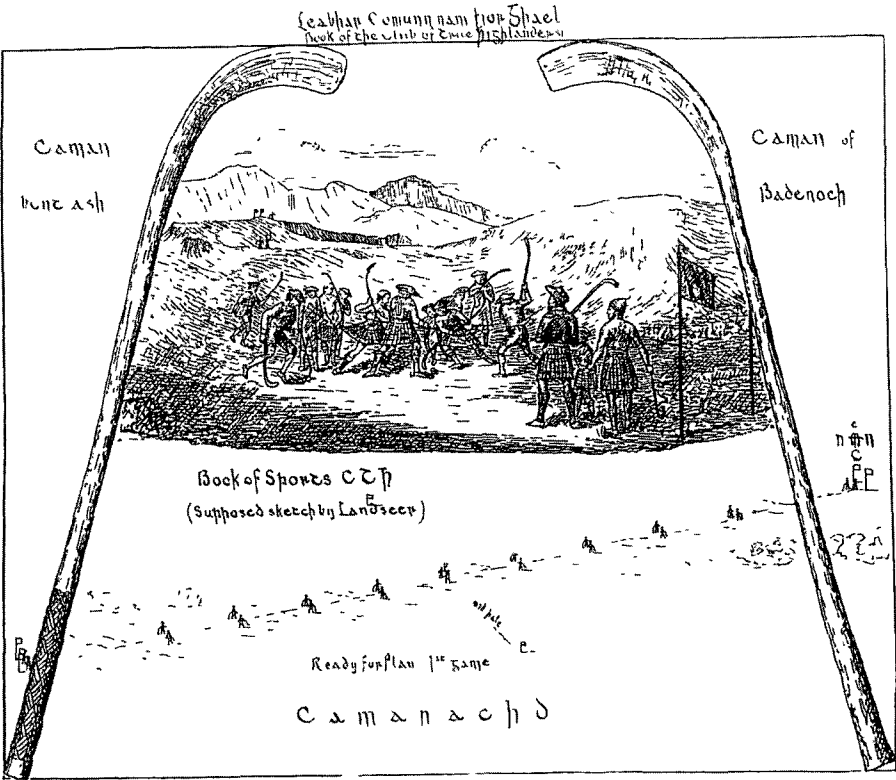


Diagram 7

26. Glasgow Society Rules, 1875.

Extracted from *Shinty!* at page 50 Letter to the editor of the Oban Times, from J G MacKay, Portree The old “Comunn Gaidhealach Ghlaschu”

Sir—

In further reminiscence of this Society, which is now almost forgotten, one portion of its work seems to have become very firmly established, and that is the fostering of the game of shinty In November, 1875, at a meeting in the rooms in 30 Hope Street, the writer made a suggestion to the effect that the Society should start a shinty club The proposal was received with acclamation, and at once a committee was formed to get it set agoing, and everyone set to get a shinty team from home , At that time, as far as I know, there was no organized club in existence, with the exception of the Edinburgh and London clubs At the Vale of Leven, some of the members of the once-famous Vale Football Club played shinty occasionally, and at Inveraray the young men of the town kept up the game among themselves It was arranged in Glasgow that play should begin in the Queen’s Park on New Year’s Day, 1876, when sixty young men mustered with their camans Under the management of Mrs Macpherson, the Skye Poetess, the creature comforts of the gathering were provided in the shape of home-made oatcakes, scones, cheese, etc Mrs Macpherson composed a song for the occasion, which is printed in page 183 of her book So many joined the Club that it became overcrowded, and a dispute arose as to the dress to be worn at play Some wanted to keep up the nationality of the club like the Edinburgh and London clubs who always played in the kilt The greater part, however, preferred knickers, with the result that there was a division, the majority adopting the knickers Ultimately, however, so many joined that it was found necessary to break up into district and other clubs These included the Glasgow Cowal, Inveraray and other district clubs as well as the “Fardach Fhinn” or the Fingal Lodge of Good Templars The advocates of the kilt formed themselves into the “Ossian”, but latterly it was found that the big majority of members belonged or had a connection with Skye, so that the name was changed to the “Skye”, of which I had the honour of being the first secretary Immediately after, other clubs were formed all over the country I remember the late Captain Chisholm of Glassburn wrote for a copy of the rules of the Glasgow club, which, I am afraid, would not satisfy the players of today The rules were printed in Gaelic and were as follows

RIAGHAIL EAN COMUNN CAMANACHD GHLASCHU

- 1 Bithidh an Comunn so air ainmeachadh “Comunn Camanachd Ghlaschu”
- 2 Bithidh gach camanaiche ‘n a’ bhall de Chomunn Gaidhealach Ghlaschu
- 3 Bithidh deich slatan a dh’ astar eadar an da phost a bhios aig gach ceann d’an achadh
- 4 An uair a theid am ball seachad air taobh cearr nam post, buairidh an ceann-stuic air ais e
- 5 Chan fhaod fear sam bith am ball a thogail bhar an làir no thilgheadh le laimh an deigh a ghlacadh ‘s an athar
- 6 Chan fhaod fear beantainn ri fear eile le laimh no caman air son a chumail air ais
- 7 Chan fhaod fear sam bith a bhì steicairachd air chul nan ceann-stuic
- 8 Chan fhaod droch fhocal a bhì air a labhairt air raon na h-iomain

9 Theid connspaid sa bith a dh'eireas a shochrachadh leis an da Cheannard agus buill sam bith a thaghas iadsan

Tha e air iarraidh le luchd-dhreuchd a' Chomuinn so gun dl-lean gach camanaiche ris na riaghailtean, agus gun gluais e e fein anns gach duigh mar dhuin'-uasal agus mar Ghaidheal air son clu a' Chomuinn agus onair a dhuthcha (translation)

RULES OF GLASGOW SHINTY CLUB

- 1 This Club shall be named "Glasgow Shinty Club"
- 2 Each shinty player shall be a member of the Glasgow Highland Society
- 3 There shall be a distance of ten yards between the two posts at each end of the field
- 4 When the ball goes past the outside of the posts the hail keeper shall strike it back
- 5 No one may lift the ball up from the ground or throw it with his hand after catching it in the air
- 6 No player may touch another with his hand or club in order to keep him back
- 7 Nobody may hang about behind the hail posts
- 8 No bad language may be used on the shinty field
- 9 Any dispute which arises will be settled by both captains and any members they choose

The office bearers of this Club request that each player closely follows the rules and that he conducts himself in every way as a gentleman and as a Highlander for the reputation of the Club and the honour of his native district I understand Captain Chisholm, who was a most enthusiastic Highlander, was the means of starting several clubs in the North I am etc J G Mackay

MacKay OBE was a leading land reformer in the latter part of the century A merchant in Portree, Mackay was born in Sutherland and spent his youth in Lochalsh where his father was a schoolmaster Articles by macKay were published in TGSI, and his book The Romantic Story of the Highland Garb and Tartan, appeared about the time of his death in 1924

27. Shinty Association - 1877 Rules

In the accounts in the Highlander of games played in the period 1874 to 1881 there are many references to rules and the desirability of having these fixed and to be observed by all clubs Disputes during matches became frequent and the need for having a governing body became an urgent matter One of those who felt keenly about this was William Lockhart Bogle who was for some time captain of Ossian A well known artist, he was the son of a Glasgow merchant, Hugh Bogle, and Alexa, daughter of Rev John MacRae, minister of Glenshiel and Glenelg Some of his boyhood was spent in Wester Ross, a district with which he maintained close connections and in 1883 he was behind the formation of the Lochcarron Club In April, 1877 he had a letter in the Highlander stating that the time had come to have rules for universal use, as the bitter disputes which arose often engendered ill feeling and he felt that the rules of some clubs which stated that the Captain should settle all disputes were not satisfactory. In a report, in the same month, in which the activities of the Edinburgh Camanachd were

reviewed, the writer gave it as his view that the game should be played according to use and wont in the Highlands and not by adopting “innovations and dodges” from other games such as football. He went on to say that if unanimity is to exist between clubs, rules must speedily be assimilated and suggested that two office bearers from each club, the captain and secretary, together with a well-known player and member should meet and arrange rules. Again, in the same month, “Camanaich Og” wrote in a similar strain. Reference was made to off side play. He told how, in the old way of playing, several teams were allowed to strike on any side and it was generally recognized that when hitting the ball the club was held left hand above right and that this was the best way as it showed more play and less danger. In a game which he had recently seen, when the ball was thrown up, one man always struck his opponent’s club aside and turned his back, caused by not having a right and wrong side. As some clubs did not have such a rule the other had to do the same or be at a disadvantage. A further letter from “W L B”, William Lockhart Bogle, appeared in May. Stating the urgency of achieving early standardization of rules, he suggested a meeting of representatives to arrange bye-laws which could be published in the Highlander. The eleven clubs to be represented were named by him, Vale of Leven, Edinburgh, Ossian, Glasgow, Glasgow Inverary, Glasgow Cowal, Fingal, Inverary, Greenock, Tobermory and Manchester. Finding that no move to have such a meeting had been made by July, he again wrote expressing his surprise that the secretary of the Edinburgh club “having the precedence of action being the first established club” had made no arrangements for the delegates to meet and adjust satisfactory association rules. The delegates eventually met on 13th October 1877 in Whyte’s Temperance Hotel, Candleriggs, Glasgow and it was agreed to form a Shinty Association. The clubs represented were Vale of Leven, Glasgow, Inverary, Ossian, Cowal and Fingal. Captain James Menzies, 105th Glasgow Highlanders, was elected President, Mr M. Leitch, 74 Parson Street, Secretary, and Mr M. MacKellar, 31 Raeberry Street, New City Road, Glasgow, Treasurer. The Constitutional Rules which were drawn up were:

CONSTITUTIONAL RULES

- I The Association shall be called the Shinty Association
- II That the committee consist entirely of two representatives including Office Bearers from each club, and that each club be entitled to send three representatives to the Annual General Meeting which shall be held in September each year. That each club subscribe to the funds of the Association ten shillings annually
- III When the ball passes the touch line it shall be taken ten yards inside and thrown up between the player in possession and his opponent opposite where it crossed the line
- IV No one shall be allowed to lift, throw or kick the ball during play
- V The ball to be used shall be of cork, covered with worsted and then with or without a covering of leather
- VI When the ball passes the goal posts by whomsoever it is struck, the ball shall be taken ten yards inside and thrown up by the umpire opposite where it passed through

- VII That in the event of a player getting disabled his opponent at commencement of play retires
- VIII No one shall be allowed to push, trip, catch or charge
- IX Should no goal be taken before half time, sides shall be changed and the ball thrown up in mid-field by the umpire
- X Profane language strictly prohibited

The hope was expressed that the Association would be the means of stimulating the formation of new clubs. It had been seen of late that the game could be played as scientifically as any other field game and it was hoped that it would in future be played according to scientific rules. Similar rules were drawn up at a conference of Argyll clubs at Inveraray on 13 October 1880. There was an additional one stating that the goal posts should be 5 yards apart and from 10 to 12 feet in height with a cross bar. These rules were accepted by the Inveraray club and are printed in an extract of the minutes of the club by Alasdair MacIntyre in the Shinty Year Book, 1973-74.

28. ARGYLLSHIRE SHINTY CLUB RULES – 1880

The following are the Rules of the game as drawn up by the Conference of Argyllshire Shinty Clubs held at Inveraray, 1880. They are taken from the Minutes of Inveraray Shinty Club (article in the 1973-74 Yearbook).

- 1 Two goal posts shall be erected at each end of the field five yards apart. The goal posts shall be from ten to twelve feet high with a bar across the top.
- 2 At the commencement of play and after each goal the ball shall be thrown up in mid-field by the umpire - sides to change ends after each goal.
- 3 When the ball passes the touch line it shall be taken ten yards inside and thrown up between two opposing players, where it crossed the line.
- 4 No-one shall be allowed to lift, throw or kick the ball during play.
- 5 The ball to be used shall consist of cork covered with worsted and with or without a covering of leather.
- 6 When the ball passes the goal-posts by whosoever it is struck, it shall be taken ten yards inside at right angles and thrown up by the umpire.
- 7 That in event of a player getting himself disabled an opponent retires from the game.
- 8 No-one shall be allowed to push, trip, catch or charge, but a player's offside is liable to be shouldered.
- 9 Should no goal be taken before half-time, sides shall be changed and the ball thrown up in mid-field by the umpire.
- 10 Fifteen men a side shall be the maximum of players.
- 11 Any player conducting himself in an improper manner is liable to be expelled from the field.

29. CAMANACHD ASSOCIATION RULES – 1893

First Rules At Kingussie and within the Victoria Hall there on Tuesday, 10th October 1893 at a Meeting of Representatives of various shinty clubs throughout the country, held for the purpose of forming a Camanachd Association

On the motion of Mr Macdonald, Keppoch, seconded by Mr Macdonald, Glen Urquhart, it was unanimously resolved to form a Shinty Association Print of Rules drafted for the guidance of the meeting were then submitted, and these having been taken up seriatim were, with several alterations and amendments, adopted as the playing rules of the Association It was resolved that each club joining the Association pay an Annual Subscription of 10/-

“With considerable forethought the Kingussie Club had previously drawn up draft rules for the consideration of the conference These draft rules were printed and submitted to the delegates so that the course of business was very much facilitated, as each rule was taken up and dissussed, and if found not satisfactory, adjusted and adopted A rule that was the subject of considerable discussion had reference to the size of the field for play The dimensions suggested were as follow “Not less than 250 yards long by 150 yards broad, not more than 300 yards long by 200 yards broad ” Mr Gunn and several others referred to the great difficulty that many clubs experienced in obtaining a field so large for practice, and held that it would be unfair to such clubs if such a minimum as that suggested was adopted by the Association It was ultimately agreed to reduce the minimum to 200 yards long by 150 yards broad The conference, which lasted for about five hours, finally agreed upon the following rules

- 1 Each team shall number 16 players, who shall be bona fide members of the Club for which they play, and no individual shall play for more than one Club during one season
- 2 The field of play shall not be less than 200 yards long by 150 yards broad, nor more than 300 yards long by 200 yards broad In cup matches the maximum obtainable must be played
- 3 The hails shall be 12 feet wide and 10 feet high, attached by a fixed cross-bar above
- 4 The time allowed for playing a game shall be one hour and a half, with an interval of five minutes at half-time Teams to change sides after each hail scored, but if no hail is scored by half-time, ends shall be changed, and no further change to take place
- 5 Nothing but hails shall count
- 6 When both teams are ready the referee, standing in mid-field, shall throw the ball straight in the air, between two opposing players
- 7 No player shall use his hands or club to hold or push his opponent, neither shall he trip, hack, jump at, or throw him by the use of his leg or club A set blow will be given as a penalty for every foul granted by the referee, but a hail from such blow will not count
- 8 Rough or unruly play will not be tolerated, and any player observed wilfully infringing any of the rules shall be expelled the field of play, and shall not be replaced by a fresh man
- 9 A player disabling an opponent must retire from the game unless the referee declare

the man so disabled to be in fault.

10. When the ball is sent from the field of play through the hail-posts and under the cross-bar connecting them, the hail is won, even should it graze the posts or bar, or be sent through by one of the defending side.

11. The ball may be stopped by the hand, but if caught must be immediately dropped. No player shall be allowed to run with or throw the ball.

12. The ball to be played with shall consist of cork and worsted with a covering of leather, and shall measure 7 to 8 inches in circumference.

13. When the ball passes the side lines the player first reaching it must bring it within the line, and, if no opponent challenges him, can take a set blow, but if challenged he must take it 10 yards within the line, and drop it between himself and his opponent.

14. When the ball passes the hails without scoring, the hail keeper has the option of sending the ball afield with either hand or club.

15. Players are prohibited from playing with spikes in their shoes, and no iron plates or metal of any kind shall be allowed on the clubs.

16. If the ball be sent from the field of play past the hails on either side by a player of the defending side, it shall be taken back 15 yards in front of the point at which it was sent out of play, and thrown up by the referee between two opposing players.

17. When the ball is thrown in the air, as provided for in rules 6 and 17, the two players shall stand with crossed clubs, and no other player allowed within 5 yards till the ball is hit.

18. Each competing club to choose 2 umpires and between them 1 referee for each match.

19. At the commencement of the game, and after each hail is scored, the players shall take the places allotted to them by their respective captains.

20. Except in a scrimmage, no opponent shall be allowed to stand within five yards of the hails unless the ball be in play in front.

21. No person admitted to the field of play during the course of a match except the referee, umpires, and a club-bearer for each team."

Extracted from *Shinty!*

30. CAMANACHD ASSOCIATION REVISED RULES - 1894

(Extracted from *Shinty* by H.D. McLennan).

The Annual Meeting of the Association was held within the Burgh Court House, Inverness on Friday, 21 September 1894. The meeting revised the Rules of the Game and the following alterations were made:

Rule 1. That each team number 12 or 16 players instead of 16 at present.

Rule 2. That the field of play for a team of 12 shall be not more than 250 yds by 100 yds nor less than 150 yds by 70 yds. The field for a team of 16 to be not more than 300 yds by 200 yds and not less than 200 yds by 150 yds.

Rule 3. That the hails be 12ft wide by 10ft high attached by a cross bar above and provided with nets fixed at a distance of not less than 4ft 6in behind the goal line and attached to the cross bar and uprights.

Rule 4. That teams play half time each way instead of changing ends after each hail is scored.

Rule 7. That the word "charge" be added before the word "trip".

Rule 13 That a clause be inserted to the effect that when the ball passes the side line it shall be taken in 16 yds and thrown up between two opposing players

Rule 16 That the word “intentionally” be inserted between “be” and “sent” in the first line of this rule

Rule 18 That two linesmen be added in addition to the two umpires and referee It was at this meeting that the question of having a trophy for competition among the clubs of the Association was considered and it was decided to leave the matter over to the next meeting in order to give the various clubs time to fully consider the proposal ends

31. REVISION OF RULES – 1895

(Extracted from **Shinty** by Hugh Dan McLennan)

At the Annual General Meeting of 1895, on the motion of Lord Lovat, it was unanimously resolved that there should be competition among the various clubs for such a trophy and, in order to keep down the expenses of the competing clubs, four divisions be formed, the clubs in each division to compete among themselves according to ballot, then the leading clubs in each division against each other A committee was formed to raise funds for the trophy and to frame rules for its competition

At this meeting amendments to the **rules of play** were submitted by the Glengarry Club, these being

1 That the ball to be played with should have a fixed weight, not lighter than 3 oz and not heavier than 4 oz, at the same time keeping to regulation size

2 That rule 17 be altered, so that “no player be allowed within ten yards,” instead of five yards as at present

3 That in order to facilitate linesmen’s duties there should be two on each side of the field - four in all

Note: Extract from the Minutes of 18th February 1898:

“The Referee shall have full and sole power to decide, before or during any stage of a match, whether or not it should be continued in view of weather, state of ground, or any other circumstances.”

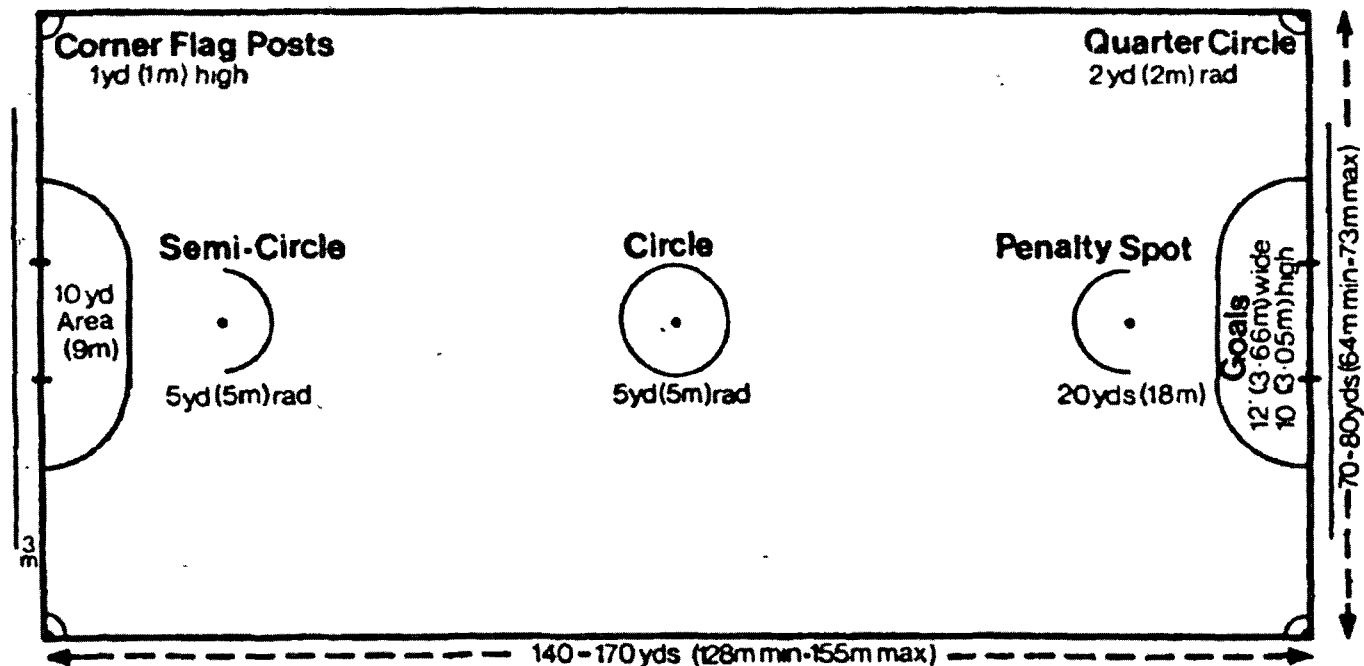
32. RULES OF PLAY – SHINTY – SEASON 1902- 1903

- I Each team shall number 12, who shall be bona-fide members of the Club for which they play, and no individual shall play in a Cup-tie match for more than one Club during one season
- II The field of play shall not be more than 250 yards long by 100 yards broad, nor less than 140 yards long by 70 yards broad
- III The hails shall be 12 feet wide and 10 feet high, attached by a fixed cross- bar above and shall be provided with nets attached to the cross-bar and uprights, and fixed square with the hails at a distance of not less than 4 feet 6 inches behind the goal line
- IV The time allowed for playing a game shall be one hour-and-a-half, with an

interval of five minutes at half-time Teams to play half-time each way

- V Nothing but hails shall count
- VI When both teams are ready the referee, standing in mid-field, shall throw the ball straight in the air between two opposing players
- VII No player shall use his hands or club to hold or push his opponent, neither shall he charge, trip, hack, jump at, or throw him by the use of his leg or club A set blow will be given as a penalty for every foul granted by the referee, but a hail from such blow will not count In every free hit the ball must be struck off the ground, and no player allowed within five yards until it is so struck
- VIII Rough or unruly play will not be tolerated, and any player found wilfully infringing any of the rules shall be cautioned, and if he still persists, shall be expelled the field of play, and shall not be replaced by a fresh man
- IX A player disabling an opponent must retire from the game unless the referee declare the man so disabled to be in fault
- X When the ball is sent from the field of play through the hail-posts and under the cross- bar connecting them, the hail is won, even should it graze the posts or bar, or be sent through by one of the defending side
- XI The ball may be stopped by the hand but if caught, must be immediately dropped No player shall be allowed to run with, kick or throw the ball
- XII The ball to be played with shall consist of cork and worsted, with a covering of leather, and shall measure 7 5 to 8 inches in circumference, and be of a fixed weight of from 3 to 4 ounces
- XIII When the ball passes the side lines, it shall be taken in 16 yards, and thrown up between two opposing players
- XIV When the ball passes the hails without scoring, the hail-keeper has the option of sending the ball afield with either hand or club from the 7 5 yards semi-circle
- XV Players are prohibited from playing with spikes in their shoes, and no iron plates or metal of any kind shall be allowed on the clubs
- XVI If the ball is sent from the field of play past the hails on either side of a player of the defending side, or should it touch such player last, a corner hit from a 2-yards' semi-circle will be allowed, but a hail from such blow will not count, no player allowed to stand within five yards
- XVII On each occasion one warning shall be given before the ball is thrown up between two players, and the ball thrown up to a height of not less than twelve feet from the ground, the two players to be apart not less than three feet, with clubs crossed, and not allowed to turn off-side, nor another player to be within five yards of them before the ball is hit in the air, or touches the ground
- XVIII Each competing club to choose two goal judges, also two linesmen, and between them one referee for each match
- XIX Except in a scrimmage, no opponent shall be allowed to stand within 7 5 yards of the hails, unless the ball be in play in front.
- XX No person admitted to the field of play during the course of a match except the referee, linesmen, and goal judges
- XXI When the ball goes out of play as specified in Rule XIII, it shall be in the option of the referee to throw up the ball himself between two players, or to request a linesman to do so

FIELD OF PLAY Dimensions



THE FIELD OF PLAY - SHINTY 1996-'97

The Camanachd Association recommends a smaller playing area for boys, namely 100 yds (91m) max., by 50 yds (46m) max., and lower goal cross-bars of 8ft (2.58m) See also Rule 1

SHINTY – RULES OF PLAY 1996/97

- 1 The Field of Play
The Field of Play is shown in the accompanying plan above
- (1 1) **Dimensions**
The Field of Play shall be rectangular, its length being not more than 170 yards (155 metres) nor less than 140 yards (128 metres) and its breadth not more than 80 yards (73 metres) nor less than 70 yards (64 metres)
- (1 2) **Marking**
The Field of Play shall be marked with distinctive lines, the longer boundary lines being called the side-lines and the shorter the bye-lines
- (1 3) The lines across the goals, joining the goal-posts, shall be called the goal-lines
- (1 4) A flag on a post not less than 3 feet 6 inches (1 metre) high and having a non-pointed top shall be placed at each corner
The centre of the field shall be indicated by a suitable mark and a circle of 5 yard (5 metre) radius shall be marked round it
- (1 5) **Ten Yard Area (Nine metre area)**
In front of each goal a line shall be drawn, 12 feet (3 66 metres) long, parallel to and 10 yards (9 metres) from the goal-line. The line shall be continued each way to meet the bye-line by quarter circles, having the inside of the goal-posts as centres. The space enclosed by this line and the bye-line, shall be known as the Ten yard Area (Nine Metre Area)
- (1 6) **Corner Area**
From each corner flag-post a quarter circle, having a radius of 2 yards (2 metres) shall be drawn inside the Field of Play
- (1 7) **Penalty Spot**
At each end of the Field of Play, a suitable mark shall be made in front of the goal, 20 yards (18 metres) from the mid-point of the goal-line. These shall be the penalty-hit marks. A semi-circle of 5 yard (5 metre) radius shall be drawn behind each penalty hit mark
- (1 8) **The Goals**
The goals shall be placed on the centre of each bye-line and shall consist of two upright posts, equidistant from the corner flags and 12 feet (3 66 metres) apart (inside measurement), joined by a horizontal cross-bar, the lower edge of which shall be 10 feet (3 05 metres) from the ground. The width and depth of the uprights and the cross bar shall not be more than 4 inches (10 cms) and not less than 3 inches (7 5 cms)
- (1 9) The goal shall be provided with nets attached to the uprights and cross-bars, and fixed square with the goals at a distance of not less than 3 feet (1 metre) behind the goal line and cross-bar
- (1 10) **Decisions of Interpretation.** For semi-final and final ties the field of play shall be not less than 160 yards (146 metres) long and 80 yards (73 metres) wide. All lines, with the exception of the goal-line, should be a minimum of 1 1/2 inches wide (4 cms) and a maximum of 3 inches (7 5 cms) wide
- (1 11) All lines with the exception of the goal-line, should be a minimum of 1 5

inches (4cms) and a maximum of 3 inches (7 5cms) wide

- (1 12) The goal-line shall be the same width as the depth of the upright
- (1 13) The Field of Play shall be fenced off at a distance of not less than six feet (2 metres) outside the bye-lines and the side-lines
- (1 14) Where it is not possible to protect the whole field of play with a fence, both goals must be protected in the rear by a fence of wood, wire or rope over a minimum distance of 15 feet (5 metres) from either side of the goalposts and not less than 6 feet (2 metres) from the parallel to the bye- line Only the goaljudges shall be permitted between this line and the bye-line during play
- (1 15) The cross-bars and the uprights must be made of wood or metal and shall be painted white They may be square, rectangular in shape, and no bar, strut or board, except at the top, shall connect the uprights and the posts supporting the goal-nets

2 Number of Players

- (2 1) A match shall be played by two teams, each consisting of not more than twelve players, one of whom shall be the goal-keeper
- (2 2) Substitutes, up to a maximum of two per team, shall be permitted during a match, except in representative matches where the maximum permitted shall be four per team The Referee shall be informed of the names of substitutes (if any) before the change is made

(2 3) Punishment

If, without the Referee being notified, a player or a named substitute, changes place with the goal keeper during the game, or at any interval during the game in which extra time is played, and then handles the ball within the Ten Yard Area, (Nine Metre Area), a penalty hit shall be awarded

(2 4) Decisions of Interpretation

A competitive match shall not be considered valid if there are fewer than 8 players in either team

- (2 5) Names of substitutes must be included in team lines, any two of whom shall be eligible to play
- (2 6) A player who has been replaced shall not take any further part in the game The Referee must be informed if a player is to be substituted A substitute may only be permitted to enter the field of play at the mid-point of either side-line, during a stoppage in the game and after he has received a signal from the Referee authorising him to do so A substitute shall be deemed to be a player and shall be subject to the jurisdiction of the Referee whether called upon to play or not

3 The Ball

The ball shall be spherical - the interior shall be cork and worsted, the outer cover shall be of leather other approved material The circumference of the ball shall be not more than eight inches (20 cms) and not less than 7 1/2 inches (19 cms) The weight of the ball at the start of the game, shall not be more than 3 ounces (85 gms) nor less than 2 1/2 ounces (70 gms). The ball shall not be changed during the game unless authorised by the Referee

4 Players' Equipment

- (4 1) Teams shall play in distinguishing colours and goal-keepers shall wear colours which distinguish them from outfield players and the Referee Outfield players' jerseys or shorts shall be numbered to correspond with team lines
- (4 2) A player shall not wear anything which is dangerous to another player nor shall a player use a caman which is in a condition which is dangerous to another player
- (4 3) Boots must conform to the following standard
 - (4 3 1) Studs must be of solid construction and made of leather, rubber, plastic, aluminium or similar material Where studs have a metal seat for screw type studs, the metal seat shall not be visible
 - (4 3 2) Studs with a metal tip are permissible provided they do not have a pointed tip, and there are no sharp or ragged edges which could be dangerous to other players Studs moulded to the boot are permissible
 - (4 3 3) Helmets must conform to the following standard Helmets worn shall be the same colour in any one team and preferably matching the team colours
 - (4 3 4) Secondary Shorts must conform to the following standard Secondary shorts shall be the same colour as the team shorts, except in specific instances when they are worn on medical advice with no matching colour available
- (4 4) The caman must conform to the following standard
 - (4 4 1) The head of the caman must not be of a size larger than can pass through a ring of diameter of 2 1/2 inches (6 3 cms)
 - (4 4 2) No plates, screws, or metal in any form shall be attached to or form part of the caman
 - (4 4 3) No equipment should be used in any competition run under the auspices of the Camanachd Association unless first approved by the Executive Council No liability shall be attached to the Camanachd Association on equipment so approved
- (4 5) **Decisions of Interpretation**

A player whose caman is broken during a game may play the ball before obtaining a replacement caman, providing the broken caman is not in a condition which is dangerous to himself or another player A player changing his caman must do so at the side-lines of bye-hnes

5 Referees

- A referee shall be appointed to officiate in each game His authority and the exercise of the powers granted to him by the Rules of Play commence as soon as he enters the field of play His power of penalising shall extend to offences committed when play has been temporarily suspended, or when the ball is out of play
- His decisions on points of fact connected with the play shall be final, so far as the results of the game are concerned
- (5.2) He shall
 - (5 2 1) Enforce the Rules of Play
 - (5 2 2) Refrain from penalising in cases where he is satisfied that, by doing so, he would be giving an advantage to the offending team

- (5 2 3) Keep a record of the game, act as a time-keeper and allow the full or agreed time, adding thereto all time lost through accident or other cause
- (5 2 4) Have discretionary power to stop the game for any infringement of the Rules and to suspend or terminate the game whenever, by reason of the elements, interference by spectators, or other cause, he deems such a stoppage necessary He shall stop the game and call the two captains into the centre circle, informing them of his reasons for abandoning the game In such a case he shall submit a detailed report, which should be posted within three working days, to the competent authority under whose jurisdiction the match was played
- (5 2 5) From the time he enters the field of play, caution any player guilty of misconduct or ungentlemanly behaviour or the use of abusive language and, if he persists, suspend him from further participation in the game, send off the field of play any player who, without any previous caution, is guilty of violent conduct, serious foul play In such cases the Referee shall send the name of the offender to the competent authority, posted within three working days, and in accordance with the provisions of the Disciplinary Machinery
- (5 2 6) Allow no person other than the players, Goal Judges and Linesmen to enter the field of play without his permission
- (5 2 7) Stop the game if, in his opinion, a player has been seriously injured, have the player removed as soon as possible from the field of play, and immediately resume the game If a player is lightly injured, the game shall not be stopped until the ball has ceased to be in play
- (5 2 8) Signal for re commencement of the game after all stoppages
- (5 3) **Decisions of Interpretation**
 The Referee shall report to the appropriate authority misconduct or any misdemeanour the part of the spectators, officials, players, named substitutes, or other persons, which take place either on the field of play or in its vicinity at any time prior to, during, or after the match in question so that appropriate action can be taken by the authority concerned
 In no case shall the referee consider the intervention of a Goal Judge if he, himself has seen the incident and, from his position on the field, is better able to judge
 The Referee can only reverse his decision so long as the game has not restarted
- (5 4) If the Referee has decided to apply the advantage clause and to let the game proceed, he cannot revoke his decision if the presumed advantage is not realised, even though he has not, by any gesture, indicated his decision This does not exempt the offending player from being dealt with by the Referee
- ((5 5) The Referee shall not allow any person to enter the field until play has stopped, and only then if he has given them a signal to do so This applies to club trainers etc
- (5 6) In the case of serious injury, the Referee should exercise extreme care before removing the injured player from the field and, if possible, seek the opinion of any qualified medical person in attendance

6. Goal Judges

(6 1) Two Goal Judges shall be appointed, whose duty (subject to the decision of the Referee) shall be to indicate

(6 1 1) When a goal is scored

(6 1 2) When the ball is out of play over the bye-line and whether a bye-hit or a corner should be awarded

(6 1 3) When an attacking player is off-side

(6 2) They shall assist the Referee to control the game in accordance with the Rules

In the event of undue interference or improper conduct by a Goal Judge, the Referee shall dispense with his services and arrange for a substitute to be appointed (The matter shall be reported by the Referee to the appropriate authority)

(6 3) Decisions of Interpretation

Goal Judges, where neutral, shall draw the Referee's attention to any breach of the Rules of Play of which they become aware if they consider that the Referee may not have seen it, but the Referee shall always be the judge of the decision to be taken

Goal Judges shall not change ends at half-time

7 Linesmen

(7 1) Two linesmen shall be appointed where available whose duty (subject to the decision of the Referee) shall be to indicate when the ball is out of play over the side-lines, and which side is entitled to the hit-in Each linesman shall be responsible for one half of a side-line

(7 2) Decisions of Interpretation

Linesmen shall not change over at half-time

8 Duration of the Game

The duration of the game shall be two equal periods of 45 minutes, subject to the following

(8 1 1) Allowance shall be made in each period for time lost due to injury

(8 1 2) Time shall be extended to permit a penalty-hit being taken at, or after, expiration of the normal period in each half

(8 2) The half-time period shall be of not more than ten minutes' duration

(8 3) The ball must be in play when each half is terminated

(8 4) Decisions of Interpretation

The duration of the game may be less than 90 minutes if a shorter period is mutually agreed upon and it is permissible under the Rules of the Competition The agreed time shall be divided into two equal periods

9. Start of Play – The Throw-up

(9 1) At the beginning of the game, choice of ends shall be decided by the toss of a coin

(9 2) The Referee, having blown his whistle, shall start the game by throwing up the ball to a minimum height of 12 feet (4 metres) between the two opposing

players standing at the centre spot, at least 3 feet (1 metre) apart, with their camans crossed above head level. The players shall not shift their stance until the ball is struck in the air, or touches the ground. No other player shall be within 5 yards (4 metres) of the centre spot until the ball has been played. A goal scored direct from a throw-up shall count.

- (9 2 1) After a goal has been scored the game shall be restarted in like manner
- (9 2 2) After half-time (when re-starting after half-time) ends shall be changed and the game restarted in like manner
- (9 2 3) After any temporary suspension (when restarting after a temporary suspension for any cause not mentioned in these Rules of Play, provided immediately prior to the suspension the ball has not passed out of the field of play), the Referee shall throw the ball up at the place where it was when play was suspended
- (9 3) **Decisions of Interpretation**
If the ball, when thrown up by the Referee, strikes one or both camans, it shall again be thrown up to the required height by the Referee
- (9 4) If the two centre players are one left-handed and the other right-handed, each shall have choice of his side in the throwing up for one half of the match.
- (9 5) If one player should use his caman to hold his opponent's caman and prevent his opponent playing the ball, or shift his stance, he shall be penalised by the award of a free-hit to his opponent
- (9 6) If the ball is within the Ten Yard Area (Nine Metre Area) when play is temporarily suspended, the Referee shall restart the game with a throw-up outside the area at the spot nearest to where it was when play was suspended

10 Method of Scoring

- (10 1) A goal is scored when the whole of the ball has passed over the goal-line and under the cross-bar, except when resulting directly from a free-hit or when it has been kicked, carried or propelled by hand or arm by a player of the attacking side
- (10 2) The team scoring the greatest number of goals during a game shall be the winner, if no goals, or an equal number of goals are scored, the game shall be termed a "draw"
- (10 3) **Decisions of Interpretation**
Rule 10 defines the only method according to which a match is won or drawn, no variations whatsoever can be authorised. A goal cannot be allowed if the ball has been prevented by some outside agency from passing over the goal-line. If this happens in the normal course of play, other than at the taking of a penalty-hit, the game must be stopped and restarted by the Referee throwing up the ball outside the Ten Yard Area (Nine Metre Area) at a point nearest to where the interference took place

11. Ball In and Out Play

- (11 1) The ball is in play at all times from the start of the match to the finish including -
 - (11 1 1) If it rebounds from a goal post, cross-bar or corner flag-post into the field of play

- (11 1 2) If it rebounds off the Referee
- (11 1 3) In the event of a supposed infringement of the Rules of play, until a decision is given
- (11 2) The ball is out of play
- (11 2 1) When it has wholly crossed the goal-line, bye-line or side-line, whether on the ground or in the air
- (11 2 2) When the game has been stopped by the Referee

12. Fouls and Misconduct

- (12 1) A player who intentionally commits any of the following offences
- (12 1 1) Kicks the ball,
- (12 1 2) Kicks or attempts to kick an opponent,
- (12 1 3) Jumps at an opponent,
- (12 1 4) Charges an opponent from behind,
- (12 1 5) Charges an opponent in a violent or dangerous manner,
- (12 1 6) Uses his caman in a violent or dangerous manner,
- (12 1 7) Pushes an opponent,
- (12 1 8) Trips an opponent, i e throwing or attempting to throw him by use of the legs or caman,
- (12 1 9) Strikes, or attempts to strike an opponent with his hand, arm or caman,
- (12 1 10) Strikes, or impedes an opponent's caman, except to "block" or "hook" a caman which is within striking distance of the ball,
- (12 1 11) Throws his caman,
- (12 1 12) Attempts to participate in the game without his caman in his hand,
- (12 1 13) Holds an opponent or an opponent's caman,
- (12 1 14) Obstructs an opponent, i e running between the opponent and the ball or interposing the body so as to form an obstacle to an opponent,
- (12 1 15) Handles the ball, i e carries, strikes, or propels the ball with his hand or arm,

NOTE –

The goal-keeper is permitted to stop and slap the ball with his open hand within the Ten Yard Area (Nine Metre Area)

- (12 1 16) Heads the ball, shall be penalised by the award of a free-hit to be taken by the opposing side at the place where the offence occurred
- (12 2) Should a player from the defending side commit one of the afore-mentioned offences within the Ten Yard Area (Nine Metre Area) he shall be penalised by the award of a penalty-hit
- (12 3) A penalty-hit can be awarded irrespective of the position of the ball, if in play, at the time of the offence is committed within the Ten Yard Area (Nine Metre Area)

13. A player shall be cautioned if:-

- (13 1) He persistently infringes the Rules of Play
- (13 2) He shows by word or action, dissent from any decision given by the Referee,
- (13 3) He is guilty of ungentlemanly conduct,
- (13 4) He swing recklessly even when attempting to play the ball,

- (13 5) He enters or re-enters the field of play to join or rejoin his team after the game has commenced, or leaves the field of play during the progress of the game (except through accident or as covered in the off-side rule) without, in either case, first having received a signal from the Referee showing him that he may do so
- (13 6) He uses foul or abusive language,

14 A player shall be sent off the field of play if -

- (14 1) In the opinion of the Referee he is guilty of violent conduct or serious foul play,
- (14 2) He commits a cautionable offence after having received a caution
- (14 3) He is guilty of a serious violation of any of the above offences

(14 4) Decisions of Interpretation

- A player may stop the ball with one foot provided that it is at rest on the ground at the moment of contact
- (14 5) A player may stop the ball with both feet while he is moving provided that both heels are together at the moment of contact If both feet are off the ground at the moment of contact, the Referee shall be the sole judge of whether or not the player intentionally kicked the ball
- (14 6) A player is allowed to play an opponent's caman with his own caman only to "block" or "hook" the swing of a caman which is within playing distance of the ball, except in the case of blocking an opponent about to strike the ball or in shielding the ball while in possession
- (14 7) If, in the opinion of the Referee, a player deliberately hits the ball out of play to waste time, the Referee shall caution the player for ungentlemanly conduct and award a free-hit

15. Off-side

- (15 1) An attacking player shall be off-side if he is within the Ten Yard Area (Nine Metre Area) includes the goal area between the goal line and the nets and the lines bounding it

(15 2) Punishment

For an infringement of this rule a free-hit shall be taken by a player of the defending side from the place where the infringement took occurred

(15 3) Decisions of Interpretation

A player is considered to be off-side if any part of his body or stick is within the Ten Yard Area (Nine Metre Area) before the ball enters that area A player who steps over the bye-line to avoid being off-side shall not be allowed to enter the field of play while the ball is within the Ten Yard Area (Nine Metre Area)

16. Bye-hit

- (16 1) When the whole of the ball passes over the bye-line, either in the air or on the ground, having been last played by one of the attacking side, it shall be hit direct into play from a point within the Ten Yard Area (Nine Metre Area)

- (16 2) The striker shall not play the ball a second time until it has touched or been played by another player. No player shall be within 5 yards (5 metres) of the striker when the hit is being taken.
- (16 3) A goal from such a hit shall count
- (16 4) **Punishment**
If a player taking a bye-hit plays the ball a second time before it has been played by another player, a free-hit shall be awarded to the opposing team, or, if the infringement occurred inside the Ten Yard Area (Nine Metre Area), a penalty hit shall be awarded to the opposing team
- 17 Corner-hit**
- (17 1) When the whole of the ball passes over the bye-line, either in the air or on the ground, having last been played by one of the defending team, a member of the attacking team shall take a corner-hit from the quarter circle at the nearest flag-post, which must not be removed. A goal may be scored direct from a corner hit
- (17 2) No player shall be within 5 yards (5 metres) of the striker when the hit is being taken. The striker shall not play the ball a second time until it has been touched or been played by another player
- (17 3) **Punishment**
If a player taking a corner-hit plays the ball a second time before it has been played by another player, a free-hit shall be awarded to the opposing side
- 18. Hit-in**
- (18 1) When the whole ball passes over the side-line, whether in the air or on the ground, it shall be hit into play, by an overhead hit, by a player of the team opposite to that of the player who last touched it
- (18 2) In taking the hit, the player shall stand outside the side-line, facing the field of play, with both feet on the ground and in a position square to the side-line. The caman shall be withdrawn directly overhead and at the time of contact both the caman and the ball shall be directly overhead. If the player taking the hit misses the ball entirely, the opposing team shall be awarded the hit-in. The striker shall not play the ball a second time until it has been touched by a second player. No player shall be within 5 yards (5 metres) of the striker when the hit is being taken
- (18 3) A goal may be scored direct from a hit-in
- Punishment**
- (18 4) If the ball is hit-in improperly, the hit-in shall be taken by a player of the opposing side
- (18 5) If a player taking a hit-in plays the ball a second time before it has been played by another player, a free-hit shall be awarded to the opposing team
- 19. Free-hit**
- (19 1) A free-hit is awarded for any infringement of the Rules, except by a defending player within the Ten Yard Area (Nine Metre Area) and shall be taken by the opposing side, from the place where the offence occurred
- (19 2) The ball must be struck by the club, or scooped and it shall not be deemed in

play until it has travelled the distance of its own circumference

- (19 3) No player shall be within 5 yards (5 metres) of the striker when the hit is being taken. The striker shall not play the ball a second time until it has touched or been played by another player. A goal from such a hit shall NOT count

Punishment

- (19 4) If a player taking a free-hit plays the ball a second time before it has been played by another player, a free-hit shall be awarded to the opposing team

Decisions of Interpretation

- (19 5) The Referee has the discretionary power to refrain from awarding a free-hit, if, in his opinion, it will benefit the offender
- (19 6) If any player stands within 5 yards (5 metres) of the striker when the hit is being taken, the Referee has the discretionary power to order the hit to be re-taken

20. Penalty-hit

- (20 1) A penalty-hit is awarded for any infringement of the Rules by a defending player within the Ten Yard Area (Nine Metre Area) and shall be taken by the opposing side from the penalty spot. When the hit is being taken, all players, with the exception of the player taking the hit and the defending goal-keeper, shall be within the field of play but outside the 5 yard (5 metre) semi-circle behind the penalty spot
- (20 2) The defending goal-keeper must stand, without moving his feet, on his own goal line until the hit is taken
- (20 3) If the ball on being struck does not reach the goal-line or bye-line, the hit shall be held to be a bye
- (20 4) The player taking the hit shall not play the ball a second time until it has touched or been played by another player. If necessary, time of play shall be extended at half time or at full-time to allow a penalty-hit to be taken
- (20 5) A goal from such a hit shall count

Punishment For any infringement of this Rule -

- (20 6) by the defending team, the hit shall be retaken if a goal has not resulted,
- (20 7) by the attacking team other than the player taking the hit, if a goal is scored it shall be disallowed and the hit re-taken,
- (20 8) by the player taking the hit, committed after the ball is in play, a player of the defending side shall take a free-hit at the place where the infringement occurred

Decisions of Interpretation

- (20 9) If a re-take has been awarded, a change of penalty taker is permissible

NOTE -

- 21.** Provided the principles of these rules be maintained, they may be modified in their application to players of school age as follows -

- (21 1) Size of playing pitch,
- (21 2) Size, weight and material of ball,
- (21 3) Width between the goalposts and height of the cross-bar from the ground,
- (21 4) the duration of the periods of play

NEW PLAYING RULE CHANGES APPLIED IN 1999

Congress 1999 approved the following changes to the **Playing Rules of Hurling and Football**. See Congress Bulletin ps 87, 88

RULES OF CONTROL

Rule 1.2 Duties of Referee

- (vii) (a) To caution a player who commits a Cautionable Foul/Offence, by taking his name and showing him a Yellow Card
- (b) To order off a player who commits a second Cautionable Foul/Offence, by showing him a second Yellow Card, followed by showing him a Red Card
- (c) To order off a player who commits an ordering off foul/offence, by taking his name (if not already taken) and showing him a Red Card

Rule 1.5 Report of Referee

The Referee shall normally submit his Report, together with a copy of each team list, within a period of three days of the game to the Committee or Council in charge. When the Committee in Charge deems it necessary, the Report shall be submitted within 24 hours

The Referee shall note¹ a player's number for committing fouls listed in Hurling Rules 5 18, 5 19, 5 20, 5 21 and Football Rules 5 16, 5 17, 5 18 O G 1995

It was decided by Central Council on 12 12 98 that 'To toe to hand' in hurling is a foul²

It was decided by Central Council on 15 5 99 that 'To pull' would be regarded as 'To hold' in Hurling Rule 5 18(a) and Football Rule 5 16, O G 1995

¹ This change of rule should be listed as a duty of the referee in Rules of Control 1 2

² This new foul should be listed in Rule 4 Hurling not 1 4 as stated in Referees's Handbook 1999, p 51

**PLAYING RULE CHANGES
MADE IN THE YEAR
2000**