

# **The Differences Between The Playing Rules Of**



**And**



**September 2022**

## 1. Kickout after a wide ball:



Either off the ground, from a tee or from the hands from the 20m line



Either off the ground or from a tee from the 13m (20m) line

## 2. Kickout after a score:



Either off the ground from a tee or from the hands from the 20m line



Either off the ground or from a tee from the 13m (20m) line

**GAA: All Kickouts Wide /Score the following rules apply**

- *Kick-out shall be taken from the ground at the centre of 20m line.*
- *Kick-out cannot be kicked backwards.*
- *All players to be outside 20m line, 13m from the ball and outside the semi-circle arc.*
- *Goalkeeper not taking the kick-out shall remain in the small rectangle.*
- *The ball shall not travel less than 13m and outside the 20m before been played by another member of the defending team.*
- *The player who directly receives the ball from a kick-out cannot pass the ball back to the goalkeeper without another person playing it. Free to be taken from where the Goalkeeper receives the ball.*
  - *“Pass” means all passes, including kick passes (from the hand or the ground) and hand passes.*
  - *To “Pass the ball directly back to goalkeeper” should be interpreted as cannot be passed to the goalkeeper, regardless of direction.*
- *Free is conceded when the Goalkeeper plays the ball.*
- *If the defender is kicking out the ball, the rule does not prevent the ball been played back to the defender.*

## 3. Ball received from kickout by player inside 20m line:



Free out from 20m line opposite where foul occurred if forward inside and free in from 20m line if defender inside



Free out from 20m line opposite where foul occurred if forward inside, cancel kick out and throw in the ball on the 20m line in front of the scoring space if defender inside. These apply when player inside before kick out but they may travel inside 20m line after ball is kicked and continue play once ball has travelled 13m.

**4. Kickout taken from wrong place (not from scoring area):**



Retake once but if reoccurs it is throw in between player from each side on 20m line



Cancel kick out and throw in the ball on the 20m line in front of the scoring space

**5. Line ball kick taken from wrong place:**



Retake kick



Throw in ball 13m in from the side-line

**6. Kicker crosses the line on to the pitch when taking side-line kick:**



No action...play on



Throw in ball 13m in from the side-line

**7. Free kick taken from the wrong position:**



Retake kick from correct position



Throw in ball

## 8. Free kick taken from within 2 or 3 metres of correct position:



No action... play on (Player can take up to 4 metres)



Throw in ball

## 9. Free kicked to colleague not 13m from the ball:



Free kick to opposition from where the ball was received



Free kick to opposition from where the foul occurred

## 10. Taking a 45m kick:



Off the ground from 45m line opposite where the ball crossed the end line in grades from under 15 upwards. In grades below players have option of taking it off the ground or from their hands. Two points if scored directly over bar or deflected by defender (In addition, if a defender fouls the 45m kick, the ball is moved 13m more advantageous (on a regulation sized pitch), in which the attacking team takes free kick off the ground, two points if scored directly over bar or deflected by defender)



Off the ground from 45m line opposite where the ball crossed the end line (1 point only)

## 11. Lifting the ball off the ground without putting foot to the ball:



No action as long as player in standing position



Free to the opposition

## 12. Lifting the ball with the knees:



No action



Free to the opposition

## 13. Touching the ball on the ground with the hand while in a standing position:



No action as long as the player is in a standing position



Free to the opposition

## 14. Player on the ground playing the ball:



May play the ball away from herself and may score by doing so however player cannot pull the ball into her possession



A player who falls or is knocked to the ground while in possession of the ball may fist or palm the ball away on the ground, and may score by so doing.

## 15. Shoulder to shoulder contact:



Free to opposition and red card if deliberate charge



No action...legal move

## 16. Deliberate body contact:



Free, Yellow or Red card depending on offence (There shall be no deliberate bodily contact)



Depending on contact may be a Free, Noting, Yellow or Red card

## 17. Handpass:



When a player is handpassing the ball, there must be a visible striking action with the passing hand



With a definite underhand striking action

## 18. Square ball (old rule):



Applies at all times (Open & set play- Free kicks, 45's)



Only applies from free kick/45m free situation (Player can enter small square before ball, provided he does not enter before the ball is released (final play) in open play)

## 19. Commencement of play after injury stoppage:



Team in possession at stoppage retain possession and may not score direct from kick. Where no team had clear possession, it is a throw in ball



When play is stopped to allow treatment to an injured player it shall resume as follows: (a) A Free kick (from which the team may not score) is awarded to the team in possession at the point at which play was stopped. (b) A throw-in if neither team was in possession

## 20. Player shown first Yellow Card:



Player booked plus sin-binned for 10 minutes playing time  
(Elapsed playing time)



Player booked only (No further action to be taken)

## 21. Inciting an affray:



Red card offence



Contributing to a melee – Red card infraction

## 22. Racist language/gestures:



Red card offence



Yellow card for threatening or using abusive or provocative language or gestures to an opponent

## 23. Pulling an opponent or colleague's hair:



Red card offence



No exact rule, presumably Rough (Yellow) or Dangerous (Red)

## 24. Award a throw ball for offence inside 13m line:



Throw ball on 13m line



Throw ball on 20m line

## 25. Goalkeeper replacement for penalty/injury/(Sin bin):



Player replacing goal keeper has the option to have full goal keeper privileges if she wears a distinctive jersey.



No rule in book for this situation, however the goalkeeper shall wear a distinctive coloured jersey

## 26. Numbers necessary to commence and finish a game a 15-a-side game:



11 to start but teams may finish with less players or more if bring team up to 15 as the game progresses



13 to start but 15 by the start of the second half. In the event of failure to comply the game shall continue

## 27. Cards



Yellow (Sin Bin) and Red Card Offences. When a referee is issuing a card to a player, he/she must stop the clock.



Yellow Card, Black Card (Sin Bin) and Red Card Offences. Referee does not stop his/her clock when issuing a player with a card.



## 28.Sin Bin



Player is shown a Yellow card, her time starts when the player leaves the field of play. Sin Bin time is stopped when a referee is dealing with the following situations, an injury, booking another player and the introduction & completion of substitution being made. Therefore, a player spends 10 minutes “playing time” in the sin bin. This rule only applies to players playing in u14 and above. Sin Bin time based on the duration of the game.



A player who has been black carded (Cynical behaviour) is sent to the Sin Bin for 10 minutes. The time activation for Sin Bin will commence when the game restarts after the dismissal of the player. After the 10 minutes has elapsed, a player can only return to the field of play at a break in play, and with the permission of the referee. If a player returns to the field of play without the permission of the Referee, he shall be dealt with under Rule 6.1 “to challenge the authority of the Referee, linesman or side-line official”.

Penalty: Yellow Card. **(In effect this would result with the player being sent off because a black card followed by yellow card results in a Red card)**

- *If a goalkeeper gets a black card, it is at the discretion of the relevant team management as to how to address this matter (e.g. they may choose to use a substitute & bring on their reserve goalkeeper or use a player already on the pitch as a goalkeeper, who will need a distinctive top to have the goalkeeper privileges).*
- *The black cards carry into extra time.*
- *If the player while in the Sin Bin commits another aggressive infraction he shall be issued with an appropriate card and cannot return to the game.*

Sin bin time is not stopped for the following situations, an injury, booking another player or the introduction & completion of substitution being made.

## 29. Kick Out Mark



### This rule does not apply

- Any player can claim a mark, he has two options to take the kick or to play on.
- Clean catch from a kick-out.
- On or past the 45m line.
- The referee awards a mark by blowing the whistle.
- Player claims the mark by putting his arm in the air.
- If claiming the mark, the player has 15 seconds to take the free-kick.
- In exceptional circumstances where the player is unable to avail of the mark, his nearest teammate designated by Referee can take the mark and may score from it.
- A player who does not claim his mark may play on immediately.
- In these circumstances the player may not be challenged for the ball until he carries the ball up to a maximum of four consecutive steps or holds the ball for no longer than the time needed to take four steps and/or makes one act of kicking, hand-passing, bouncing or toe-tapping the ball.
- If a player is awarded a mark by Referee and claimed by the player, and then decides that he is going to play on, the Referee should ensure that the mark is taken.
- A mark is considered a set play once awarded by the Referee and claimed by the player.

## 30. Advanced Mark



### This rule does not apply

- Any player can claim a mark, he has two options to take a kick or to play on.
- Clean catch on or inside the 45m line and delivered by attacking player in open play on or beyond the opposing teams 45m line.
- The ball must travel at least 20m.
- The referee awards the mark by blowing their whistle.
- Player claims the mark by putting his arm in the air.
- If claiming the mark, the player has 15 secs to take the free-kick.
- If the mark is awarded to an attacking player within the 13m line the free kick is to be taken from 13m line opposite where the mark is claimed.
- If the mark is taken by a defending player, the mark should be taken from where the mark is claimed.
- In exceptional circumstances where the player is unable to avail of the mark, his nearest teammate designated by Referee can take the mark and may score from it.
- If the player does not claim the mark, he may play on immediately

- In these circumstances the player may not be challenged for the ball until he carries the ball up to a maximum of four consecutive steps or holds the ball for no longer than the time needed to take four steps and/or makes one act of kicking, hand-passing, bouncing or toe-tapping the ball.
  - Exception: If the mark is taken inside the large or small rectangle and the player decides to play on, the player can be challenged immediately. Changed at congress 2020.
- If a player is awarded a mark by Referee and claimed by the player, and then decides that he is going to play on, the Referee should ensure that the mark is taken.
- A mark is considered a set play once awarded by the Referee and claimed by the player

### 31. Kick out and Back pass



This rule does not apply in Ladies Football

A player in receipt of a kick-out cannot pass the ball directly back to his goalkeeper. The player in receipt of the kickout cannot pass the ball to the goalkeeper regardless of the goalkeeper's position on the field.

**PENALTY FOR BREACH OF THIS RULE** – A free kick will be awarded to the opposition from the position the goalkeeper receives the pass, or if the goalkeeper is inside the 13m line when in receipt of the pass the free will be from the 13m line opposite where the foul occurred. If the goalkeeper is in the small square when they receive the ball then a penalty shall be awarded.

## 32. Advantage



The Advantage Rule should be applied when the player in possession of the ball is Free and Capable of taking the Advantage i.e. The Advantage has to be obvious. If a foul occurs, the referee may allow play to continue for up to 5 seconds after the foul has been committed if s/ he considers this to be to the advantage of the offended team. Where no advantage accrues the referee may award a free from where the original foul occurred. Should the foul occur inside the 13 metre line apart from Penalty Kicks, the referee shall award the free from the 13 metre line opposite to where the foul occurred. Disciplinary action, if warranted, may be applied to the offender, who, in any event, should be advised by the referee at the next break in play, that a foul had been committed.



When a foul is committed the referee may allow the play to continue if he considers it to be to the advantage of the offended team. He shall signal that advantage by raising an arm upright. If he deems no advantage to have occurred, he may subsequently award a free for that foul from where it occurred\*. The referee shall allow the advantage to run by maintaining his arm in the upright position for up to five seconds after the initial foul or for less time if it becomes clear that no advantage has accrued. He shall apply any relevant disciplinary action.”

## 33. Tackle



A player holding the ball into her body cannot be legally dispossessed. Any attempt to do so will result in a free for her and her team. When making a tackle to dispossess a player of the ball, it must be timed when the player in possession is soloing, bouncing, kicking or passing the ball. The ball must be knocked from the opponents hand by flicking it with the open hand or hands



The Tackle is a skill by which a player may dispossess an opponent or frustrate his objective within the Rules of Fair Play. The tackle is aimed at the ball, not the player. The tackler may use his body to confront the opponent but deliberate bodily contact (such as punching, slapping, arm holding, pushing, tripping, jersey pulling or a full frontal charge) is forbidden. The only deliberate physical contact can be a Fair Charge i.e. Shoulder-to-shoulder with at least one foot on the ground. More than one player can tackle the player in possession.”

### 34. Denying a Goalscoring Opportunity



Does not apply



A player with a goal-scoring opportunity, either inside the 20-metre line (more than 25m infield from sideline) or the semi-circular arc, a Penalty Kick shall be awarded to the team affected, If a defending player commits a Cynical Behaviour infraction. Defending player should be issued with a black card and sin binned for 10 minutes.

Things the referee should consider:

- Where the foul occurred
- How many defenders are between the attacking player and the goals
- Could another defender make a tackle before reaching the goals?
- How many players are in the area in front of the goals?

# Extra differences

(These do not affect actions of referee during the game)



<b>Team sheets</b>	In either English or Irish	In Irish
<b>Extra Time</b>	1 period and then 25m kicks	1 period only and then penalties
<b>Subs in extra time</b>	5 allowed in each period	3 allowed
<b>Size of ball</b>	Size 4 for under 12's and upwards	Size 5 for minors and upwards
<b>Under 14 games duration</b>	30 mins halves	20 mins halves
<b>Senior inter-county games duration</b>	30 minute halves	35 minute halves
<b>Size of pitch for underage games</b>	Under 14 and upwards must use full sized pitch for 15-a-side games	Shortened pitch allowed for games up to under 15
<b>League points</b>	3 for a win, 1 for a draw	2 for win, 1 for a draw
<b>Panel size</b>	30 players	24 players
<b>Wearing support shorts</b>	Compression shorts may be worn but must be shorter than playing shorts	No objections