



Umpires Briefing Sept 2019

The revised rules took effect internationally from 1st January 2019, but Scottish Hockey chose to implement the changes during the 2019-2020 season.

The following major changes will be implemented at all levels of the sport from the start of the 2019/2020 season:

Introduction of the match format of four quarters

- **Scottish Hockey agreed to apply 17.5 minute quarters (without the clock stopping at Penalty Corners) to Premiership (Men and Women) only for season 2019-2020. In this format, there are 2 minutes break between quarters 1 and 2, 3 and 4 with a 5 minute half time. For all these 2 and 5 minute breaks, the interval clock must be started promptly.**
- **A suspended player, whose suspension has completed, may not resume play until a penalty corner has been completed or another penalty corner is awarded.**
- **All remaining leagues will continue to be played as halves, 2 x 35 minutes (or shorter formats in the junior game as appropriate). The implementation of quarters in other leagues will be considered during the 2019/2020 season while gathering evidence from participating teams.**

Removal of Goalkeeping privileges for substitute field player

The option for teams to play with a field player with goalkeeping privileges has been removed. Teams have now two options:

- A team either plays with a goalkeeper who wears full protective equipment comprising at least headgear, leg guards and kickers and who is also permitted to wear goalkeeping hand protectors and other protective equipment.
- Or play with only field players.
- Any change between these options should be treated as a substitution. It is hoped that this experimental rule will enhance safety as field players will no longer have goalkeeping privileges so will not be entitled to use their body to stop shots at goal and it also enhances the promotion of the sport by eliminating the issue of outfield players wearing other shirts to indicate goalkeeping privileges.

Defending free hits within 5 meters of the circle

- **Confirmation of how to treat free hits for the attack close to the circle has been changed in Rules 13.2.f. (As per the explanation of the rule before 2019). It has now been confirmed that players other than the attacker taking the free hit must be at least five meters away *, including when they are in their circle. If the attacker however chooses to take the free hit immediately, then defenders who are inside the circle and within five meters from the ball may shadow around the inside of the circle.**
- **This has the advantage of not preventing the quickly taken free hit which has been widely welcomed by coaches and players, whilst maintaining the 5m rule used everywhere else on the pitch to provide space for the free hit taker.**

Defending free hits within 5 meters of the circle (Cont.)

- *** If the attacking move has been interrupted, (Time stopped, retrieval of the ball or the attacking team choose not to take an immediate FH), all players must be 5m from the ball **INCLUDING** the defending players inside the circle. Use common sense in these situations. If another player is within 5m, but is clearly not influencing play, umpires should allow the game to continue.**
- **In the above situation, if an encroaching defender gains an advantage in this situation, this should be treated as a team penalty (PC), otherwise a personal penalty (GC or YC for repeated offences) should be awarded.**

Free hits awarded inside the defensive circle

- As in Indoor Hockey a defender may now take a free hit awarded in the circle anywhere inside the circle or up to 15 meters from the back-line in line with the location of the offence, parallel to the side-line.
- The rules allow a defending player to wear a facemask during the taking of a PC INCLUDING taking a FH pass following completion the corner. Any other involvement following this, must be without facemask.

Completion of a penalty corner

- Rule 13.6 that described the completion of a penalty corner for substitution purposes (Ball travels 5m distance outside the circle), and for a penalty corner at the end of a period, has been deleted. The option that a penalty corner is completed when the ball travels outside the circle for the second time, no longer exists.

Taking a penalty corner

- If a defender breaks the line BEFORE the injection of a PC, that player is sent to the centre line and the team defend the PC with one player fewer. Unless the breaking player is the GK. The team must nominate a player to go to the centre line.
- If the attack delay unnecessarily the injection of the PC, the injector must go to the centre line but can be replaced.
- If an attack enter the circle BEFORE the injection of a PC, the injector must go to the centre line but can be replaced.

Other key rule changes (Inc rule book ref.)

- **6 – Wording change around the start and re-start of the match to reflect the change to quarters in the rule book.**
- **9.12 – Very minor clarification of third party or shadow obstruction during a penalty corner on defenders (and goalkeeper).**
- **11.6 – Wording added to this rule to show that umpires blow the whistle for the start / end of each quarter and for the stopping / re-starting of time around a Penalty Corner.**
- **12.4 – Clarification added to the awarding of a Penalty Stroke if the ball hits a piece of equipment lying in the circle and a probable goal is prevented, a penalty stroke may be awarded.**
- **13.3g – Clarification on defending team's responsibilities when defending a Penalty Corner when playing with no Goalkeeper.**

Other key rule changes (Cont.)

- **13.5 – Removal of previous rule of when a Penalty Corner is finished if time has already lapsed and clarification that if play during a Penalty Corner is stopped because of an injury or for any other reason during the taking of a penalty corner at the end of a quarter or half and a bully would otherwise be awarded, the penalty corner must be taken again.**
- **13.6e – Change to current rule, now if an attacker enters the circle at a Penalty Corner before permitted, the player taking the push or hit from the backline is required to go beyond the centre-line and the Penalty Corner is taken again.**
- **13.7e – If a team has chosen to play with eleven outfield players and no goalkeeper, if they concede a Penalty Stroke then this explains what protective equipment is permitted for the defender.**

Discipline/Card Management

Players should NEVER be surprised when the umpires delivers a card, as 'appropriate' proactive measures should have already been used.

- GC a warning card, carries a 2 min suspension. Avoid any more that 2 GC's to the same team. NEVER a 2nd GC for the same offence (Dissent, stick tackle etc.).
- YC carries 2 suspension periods. 5m for technical fouls (Breakdown tackles, kicking the ball, deliberate back stick, offence where a GC has already been given etc.). 10m for physical fouls (Sliding tackles which contact an opponent, deliberate heavy tackles, offence where a 5m YC has already been shown to the same team.
- A second YC to the same player (Unless a capt. has received a team YC), player should be shown a 2nd YC followed by a RC
- RC Category 1 Verbal abuse, spitting at another player, physical violence, (Hitting, kicking, punching, slapping etc)
- RC Category 2 Second YC offence to the same player.
- All cards issued must be recorded appropriately on the front of the MRF.
- Only Red & Yellow cards are to be recorded on the back of the MRF.
- RC details should be reported ASAP to Ally Dick on 07720 439211



Questions?