



# FIH Rules of Hockey 2019

- There are a number of changes to the rules for the forthcoming season – plus a few ‘deletions’ and ‘additions’ that will require our consideration
- These do not change our approach to umpiring
- We will cover the what, the **why** and the **how**...



# PwGKP (aka 'kicking back')

- Teams may no longer play a Player with Goal Keeping Privileges
- This is about safety – it is a mandatory experiment (so unless it meets with widespread disapproval – such as the 'own goal' did, it will enter the rules next season)
- Makes it simpler for us!
- Teams play with a GK or with all field players
- Changes between the 2 options are made as a substitution
- Stop time to substitute a GK – don't prolong the stoppage for changing kit



# When a PC is over

- There is a list of 7 reasons – the additional “ball out of the circle for the 2<sup>nd</sup> time” for ‘overtime’ PCs has been removed
- This is about simplicity and alignment with indoor rules
- Makes it simpler for us!
- At ‘overtime’ PCs – think about the free hit attack that does not result in a PC – i.e. when the ball is outside the D watch out for a ‘deliberate’ foul to end the period!
- The PC is not over when it leaves the circle for the 2<sup>nd</sup> (or any subsequent) time – unless it travels more than 5 metres outside the D



# Free Hit within 5m of the D

- All Players must retreat 5m from the hit unless taken 'immediately'
- This is about simplicity and clarification
- When the free hit is awarded, all players must attempt to retreat 5m
- If the attacker takes the free hit immediately, then players caught within 5m may shadow within the D but must not interfere
- If the defenders begin to back off and the hit is then taken the above applies
- If it is not taken immediately, players may not approach or run back through the free hit
- Use your voice!



# Other Bits and Pieces

- Free hits awarded within the D can be taken anywhere in the D
- This is about simplicity and alignment
- Makes it simpler for us!
- Free hit defence = take it anywhere in the D or up to 15m in line with the free hit
  
- Players in face masks at PCs can take a free hit awarded to the defence
- This is about simplicity and flow
- If you award a free hit defence at a PC – the taker can pass the ball before removing the mask
- Cannot self pass and dribble
  
- NB if a discarded piece of equipment at a PC prevents a probable goal, a PS may be awarded



# Other Bits and Pieces

- At a PC an early break by an attacker results in the injector being sent to half way
- This is about trying to make the rule more effective
- Send the injector to half way and don't let them back for any re-taken PC
- Goal Keeper can propel the ball a long distance with any part of kit (including glove)
- This is about simplicity
- The GK can propel the ball with their kit as long as it is not dangerous to opponents



# On the subject of safety

- Clarification that dangerous play has to be dangerous to an opponent

## It used to say...

### Offence

An action contrary to the Rules which may be penalised by an umpire.

## And it used to say...

- 9.8 Players must not play the ball dangerously or in a way which leads to dangerous play.

*A ball is also considered dangerous when it causes legitimate evasive action by players.*

## Now it says...

### Offence

An action against an opponent contrary to the Rules which may be penalised by an umpire.

## Now it says...

- 98 Players must not play the ball dangerously or in a way which leads to dangerous play.

*A ball is also considered dangerous when it causes legitimate evasive action by opponents.*



# About Time...

- We do halves – nothing has changed!
- EH has decided not to adopt the rules relating to 'Quarters'
- unless you umpire in the National League (who are doing 17 ½ minute quarters)



# Questions?

Is there anything else you wish to discuss?