



2019/20 Rules of Hockey

The changes!





Introduction ...

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2019/20 Rules of Hockey


- ▶ Quarters
- ▶ PWGKP (aka kicking full back)
- ▶ When is a PC over?
- ▶ Free hits within the 5m dotted line
- ▶ Attacker early break at a PC
- ▶ FHD (16 yds or FHD)
- ▶ Minor tweaks
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Quarters

(different for National League and us mortals)

- ▶ Game to be played in 2 halves of 35 minutes each
- ▶ Time is NOT stopped between awarding a PC and the taking of that PC
- ▶ National League
 - ▶ Game to be played in four quarters of 17.5 minutes each
 - ▶ Time is NOT stopped between awarding a PC and the taking of that PC
 - ▶ (assume 2 minutes between quarters and, at least, 5 minutes at half time)



Player with Goal Keeping Privilege (aka kicking full back)

- There will be NO PWGKP
- Teams are either 10 outfield players plus a GK, or 11 outfield players
 - (no-one wears the GK helmet when defending a PC or PS – only face masks are allowed)
 - When facing a PS a field player may only use their stick to attempt to stop the ball – use of the body should lead to a reawarded PS and/or personal penalty if judged deliberate
- Implications for umpires:
 - Be more aware of the potential for dangerous play when attackers shoot at goal with only defenders in the way
 - Defenders attempting to play the ball or to tackle should be protected
 - Defenders standing in the way as if they were a GK should not
 - If a PS is awarded a team can sub their GK back on again



When is a PC over?

- ▶ 2017 rules had differences depending on whether the PC was being played after half or full time
- ▶ Now all* PCs will end with the same set of conditions (there are no differences if the PC is played after the half time or final whistle has gone):
 - ▶ A goal is scored (obvs!)
 - ▶ FHD
 - ▶ Ball travels more than 5m outside the circle (assume beyond the dotted line – if there is one!)
 - ▶ Ball played over the back line and a PC is not awarded (16 or long corner)
 - ▶ Defender commits an offence which does not result in another PC
 - ▶ PS is awarded (obvs!)
 - ▶ A bully is awarded*
- ▶ Substitutions have to wait until the PC is over (as above) – rather than when the ball travels outside the D for the 2nd time.

When is a PC over?

- ▶ What does this mean for the umpire?
 - ▶ A goal is scored (obvs!)
 - ▶ FHD
 - ▶ Ball travels more than 5m outside the circle (assume beyond the dotted line – can travel more than 5m within the dotted line though)
 - ▶ Ball played over the back line and a PC is not awarded (16 or long corner)
 - ▶ Defender commits an offence which does not result in another PC
 - ▶ Meaning an attacking free hit within the 5m dotted line but outside the D. Beware of defenders deliberately breaking down play to end the PC.
 - ▶ PS is awarded (obvs!)
 - ▶ A bully is awarded*
 - ▶ If play is stopped because of an injury or for any other reason during the taking of a PC at the end of a quarter/half and a bully would otherwise be awarded, the PC must be taken again.
 - ▶ Also 13.6 has gone, which talked about a PC being over for substitution purposes when the ball goes outside the D for the 2nd time.



Attacking free hits within 5m of the D

- ▶ Everyone has to be 5m away, even if the free hit is immediately outside the D and the defenders are within the D.
- ▶ If a defender is caught within 5m by a quick self-pass – same as before, they can shadow inside the D but must not interfere.
- ▶ Implications for the umpire:
 - ▶ Shout “everyone 5m please” and enforce it



Attacking free hits within 5m of the D

At an attacking free hit awarded within 5 metres of the circle, the ball cannot be played into the circle until it has travelled at least 5 metres or it has been touched by a defending player. If the free hit is taken immediately the defenders who are inside the circle within 5 metres of the free hit may shadow around the inside of the circle a player who takes a self-pass, provided that they do not play or attempt to play the ball or influence play until it has either travelled at least 5 metres or alternatively been touched by a defending player who can legitimately play the ball. If the attacker chooses not to take the free hit immediately, all other players must be at least 5 metres from the ball before the free hit is taken.



Attacker breaks early at a PC

- ▶ If an attacker enters the D before the ball is injected – the injector is sent to halfway (another attacker must inject)
- ▶ Implications for the umpire:
 - ▶ Supporting umpire to watch for an attacker moving early
 - ▶ Injector sent to halfway and cannot return if the PC is re-awarded.

FHD or 16

- A FHD, awarded for an attacker offence **within the D**, can be taken from anywhere inside the D.
- A 16 (when the ball has gone over the back line) is still to be taken in line with where the ball went out.

- Implications for the umpire:

- Make sure that you use the correct signal!
- Consider using a different whistle tone for the different decisions.





Minor tweaks

- ▶ **Masks** - ... when defending a penalty corner or penalty stroke for the duration of that penalty corner or penalty stroke **including the immediate taking of a free hit awarded after a penalty corner when passing the ball to another player;**
- ▶ **Offence** - An action **against an opponent** contrary to the Rules which may be penalised by an umpire.
 - ▶ So a potentially dangerous clearance by a GK is only an offence if the danger is to an opponent
- ▶ A penalty stroke is awarded:
 - ▶ **If the ball hits a piece of equipment** (e.g. mask, gloves, knee-pads, box, keeper helmet, stick, etc.) **lying in the circle and a probable goal is prevented, a penalty stroke may be awarded.**

Really minor tweaks

- ~~■ c. goalkeepers wearing full protective equipment and players with goalkeeping privileges are permitted to use arms, hands and any other part of their body to push the ball away.~~
 - ~~■ The action in rule c above is permitted only as part of a goal saving action or to move the ball away from the possibility of a goal scoring action by opponents. It does not permit a goalkeeper or player with goalkeeping privileges to propel the ball forcefully with arms, hands or body so that it travels a long distance.~~
- **Push** - Moving the ball along the ground using a pushing movement of the stick after the stick has been placed **in contact** or close to the ball.
- **Goalkeeper** - a goalkeeper wearing a different colour shirt and **full** protective equipment comprising at least headgear, leg guards and kickers ; this player is referred to in these Rules as a goalkeeper
- **Masks** - are permitted to wear throughout a match for medical reasons only a smooth preferably transparent or **white but otherwise** single coloured face mask which closely fits the face,



Useful resources:

- ▶ <http://www.fih.ch/media/13164482/fih-rules-of-hockey-2019-final.pdf>
- ▶ <https://fhumpires.com/the-2019-rules-of-hockey-deconstructed/>
- ▶ Follow Fhumpires on Facebook, Instagram and/or Twitter
- ▶ Follow fivemetresplease on Instagram



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