

New Rules Presentation 2015.

Page in rule book	Rule number	Briefly	For umpires	For players
6	n/a	Up 10 metres	Rule removed	n/a
5-6	n/a	PF for persistent breaking early at PC	Rule removed	n/a
23	7.4b	Long corner	<p>The long corner will be taken on the 23 in line with where it went off. It is always to be deemed to be within the 23 for those regulations even if it's taken just outside of the 23!</p> <p>Umpires point to the old long corner mark then with the other hand show/say where it is to be taken.</p>	<p>Get a player onto the 23 for the long corner quickly to receive the ball and go before the defence know what's happening!</p>
41	14.1b	2 minute green card	<p>For any green card offence from last year, it's now a green card with a two minute suspension.</p> <p>Treat the giving of it as you would for a yellow card (stop the time, show the card, record the player's number, restart the game). But, having agreed it during the PMC, the bench umpire may bring the player on during open play once 2 minutes has been served.</p>	<p>Before the game, ask the umpires how they are going to manage this and <u>respect</u> their answer!</p> <p>Remember that a two minute green card suspension cannot be extended though the umpire can show that player another card (yellow)</p> <p>Players cannot return during a penalty corner even if the two minutes have elapsed</p> <p>The player returning after a green card does not have to be the player who was sent off</p>

36-38	13.7 b,c,d,e	<p>Breaking early at a PC:</p> <p>If a defender breaks early, s/he goes beyond the half way line and is not replaced; if the GK breaks early, a defender goes beyond the half way line and is not replaced; if an attacker breaks early, s/he goes beyond the half way line but may be replaced; if the injector feints to get the defenders to break early, s/he goes beyond the half way line but is replaced.</p>	<p>Engaged umpire watches for the defence & the injector; support umpire watches for the attackers.</p> <p>Blow early as the early break is made and send the offender beyond the half way line.</p> <p>If another PC is awarded before that one is over (see rule 13.5) all players sent beyond the half way line must return to there.</p> <p>In truth, the first half season of the rule in the EHL saw many players being sent beyond the half way line; then they “understood” and rarely do players now break early.</p>	<p>If you’re sent to the half way line, go there but you may re-engage in the PC once it has been injected.</p> <p>Please don’t ask for the PC to be turned over if an attacker breaks in early --- it is <u>always</u> to be retaken.</p>
24	9.7	<p>Playing the ball above the shoulder.</p> <p>There is no rule now to stop players playing the ball above the shoulder as long as it is safe, not dangerous nor leading to danger.</p>	<p>If it is safe, controlled and not dangerous --- play on.</p> <p>The aerial ball is the same --- the initial receiver must still have a five metre zone to bring the ball down in.</p> <p>But --- who is the initial receiver now?</p>	<p>Wild “tennis shots” are not allowed as they are neither controlled nor safe.</p> <p>Nor are uncontrolled swings of the stick searching for the ball.</p>
32-33	13.2c,f	<p>Attacking free hits within 5 metres of the circle.</p> <p>Attacking free hits within the 23 are now to be taken where the offence is --- even within the old five metre dotted zone.</p>	<p>The rules for all attacking free hits within the 23 apply wherever the free hit is.</p> <p>Defenders inside the circle may be within 5 metres of the free hit but must not move to form a defensive wall and can’t engage in any way until the self pass has gone 5 metres or the ball has been played by a second player who started 5 m away.</p>	<p>For a free hit just outside the circle, why not “dab it” and allow a team mate (who is <u>five</u> metres away) to run onto the ball and play it or take it into the circle. Be aware that this player can be tackled immediately by defenders who were inside the circle.</p>