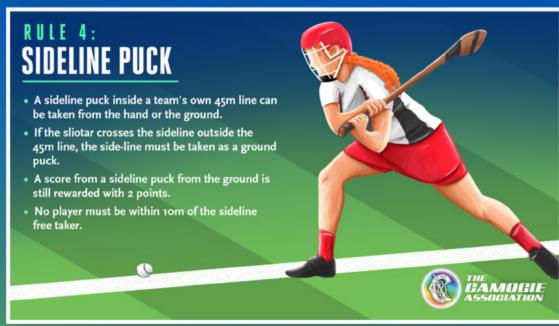
TRIAL PLAYING RULES 2023/24 THE CAMOGIE ASSOCIATION















RULE 1: QUICK PUCK OUT



- Goalkeepers can now take a quick puck out after a wide or a score signalled by the referee.
- The goalkeeper must stay within the small parallelogram.
- Deliberate obstruction of the goalkeeper's quick puck out will be penalised.
- Players from either team do not need to be outside the 20-meter line for a quick puck out.





RULE 2: ROUGH PLAY AND DISSENT

• Shoulder-to-shoulder contact is permitted.

 Players may tackle opponents using shoulder-to-shoulder contact from a side-on position.

Aggressive or cynical contact is prohibited.

 Charging into a player with or without the sliotar is not allowed.





RULE 3: HANDPASS

- A player must demonstrate a clear striking action when hand passing the sliotar (clarification made to this rule).
- A free to the opposing team will be awarded for a foul hand pass, with the free being indirect.





RULE 4: SIDELINE PUCK

- A sideline puck inside a team's own 45m line can be taken from the hand or the ground.
- If the sliotar crosses the sideline outside the 45m line, the side-line must be taken as a ground puck.
- A score from a sideline puck from the ground is still rewarded with 2 points.
- No player must be within 10m of the sideline free taker.



RULE 5: CLEAN CATCH

- Players can call a Mark from a clean catch past the 45m line from their own teams puck out.
- The player who catches the ball cleanly on or past the 45m line, must immediately call a Mark by holding the sliotar in outstretched arm above their head and will be awarded a Mark by the referee, signalled by the referee's whistle.
- The player awarded a Mark can choose to take a free (indirect) or play on immediately.
- If the player takes the free, they must strike it from the hand at the point where the Mark was awarded.
- If the player chooses to play on, they may not be challenged until they carry the sliotar up to four consecutive steps or make one act of striking or hand passing the sliotar.
- Players can choose not to call a Mark.



RULE 6: CONCUSSION SUBSTITUTE

- In the event of a concussion or suspected concussion, teams can make a permanent concussion substitution in addition to regular substitutions.
- A player who is concussed or has had a suspected concussive incident must leave the field of play immediately (once cleared to move from relevant medical professionals) for medical attention.
- The referee has the authority to prevent a player from returning if they believe the player is unfit to play due to concussion.
- Teams can make multiple concussion substitutions.



