

SCHEDULE OF VARIATIONS TO THE RULES OF HOCKEY (CIL HIL REGULATIONS AUGUST 2015 - APPENDIX 2)

(The variations are described in the Appendix are printed below in black. [Specific interpretations or guidance notes are printed in blue](#)).

1. BALL COLOUR

The ball may be yellow or white as agreed with Hockey India.

2. MATCH TIME

- a. A match consists of 4 periods of 15 minutes.
- b. At the end of the first and third period there shall be an interval of 2 minutes. During this interval, teams are not permitted to leave the field of play.
- c. Play is resumed by a centre pass. For the second period this is taken by the team that started the first period. For the fourth period the centre pass is taken by the team that started the third period.
- d. At the end of the second period there shall be an interval of 10 minutes. During this interval teams may leave the field of play. Play is resumed by a centre pass which is taken by the team that did not take the centre pass for the first period.
- e. When a penalty corner is awarded, time is stopped for 40 seconds, except in the case of re-awards or penalty corners awarded after a Video Umpire referral.
- f. In the case of a re-awarded penalty corner time will be immediately stopped but the teams will not be allowed an additional 40 seconds. The umpire will re-start play at the earliest possible opportunity, ensuring that any delay is kept to a minimum
- g. The match is prolonged at the end of a period to allow the completion of a penalty corner or any subsequent penalty corner or penalty stroke.
- h. If a match is prolonged at the end of a period to allow for the completion of a penalty corner as specified in the Rules of Hockey, the Umpires will signal the end of that half.
- i. After a goal is scored, time is stopped for 40 seconds, except in the case of goals awarded after a Video Referral or a Penalty Stroke. The Umpire will then re-start play, unless time has to be stopped for another reason.
 - [The match clock should run down from 15:00 to 0:00 in each quarter.](#)
 - [The quarter should be indicated on scoreboard eg. Q1, Q2 etc.](#)
 - [The Technical Officer \(or scoreboard\) will sound the hooter signalling the end for each quarter as normal.](#)
 - [The same rules apply to a penalty corner awarded before the hooter is sounded at quarter time breaks and half/full time.](#)
 - [Team must not leave the pitch at quarter time breaks and must be back in position and ready to play at 2 minutes. The Technical Officer will encourage teams to finish any activity shortly after 1.5 minutes have elapsed.](#)
 - [Teams may also be required to remain at the pitch during half time.](#)

3. TEMPORARY PLAYER SUSPENSIONS

- 3.1 A player who receives a green card (warning) from an Umpire will be temporarily suspended for two (2) minutes of playing time.
- 3.2 A player who receives a yellow card from an Umpire will be temporarily suspended for a minimum of five (5) minutes of playing time. For a more serious offence, this may be increased to ten (10) minutes at the discretion of the Umpire. The duration of a yellow card suspension must be indicated to the technical official on duty by the Umpire who issues the yellow card.

- 3.3 For the duration of each temporary suspension, the offending team plays with one less player.
- 3.4 If a field player receives a green or yellow card, the umpires stop the match, but not necessarily the time to issue the card; if time has been stopped, the Umpires restart immediately after issuing the card.
- 3.5 If a goalkeeper or player with goalkeeping privileges receives a green or yellow card, the umpires stop the match to issue the card and shall re-start the match after the player has left the field of play.
- 3.6 The offending player leaves the field of play immediately; if they interfere with play on their way to the designated suspension area the Umpire may further penalize the player in accordance with the Rules of Hockey.
- 3.7 The period of any temporary suspension starts only when the player is seated in the designated area and the match has been re-started. The timing of the suspension is controlled by the technical official on duty.
- 3.8 The offending player is permitted to resume play when the technical official on duty indicates that the period of suspension has been completed, unless this occurs within the period from the award of a penalty corner until after it has been completed in which case the player cannot return until the corner has been completed or another penalty corner is awarded.
- 3.9 If the offending player is a goalkeeper or player with goalkeeping privileges, the technical official on duty notifies the nearest Umpire when the period of suspension has been completed; the Umpire stops time at the next stoppage in play to enable the player to resume play.
- 3.10 A player can only receive one (1) yellow card in a match. If a second yellow card is given to the same player, this card will automatically be followed by a red card and may be subject to further disciplinary measures by the Tournament Director.
- The timing of a player suspension takes place during game time only, not stopped time. If the Umpire does not re-start time until after the player is seated, the timing of the suspension will only commence once the Umpire re-starts time.
 - Players will be allowed back on to the field of play when the Technical Officer on duty indicates that the period of suspension has been completed (other than if a PC has been awarded or is in progress). Suspended players can be substituted at the expiry of their suspension as normal.
 - If the Captain received a 'team' green card, he is still suspended for 2 minutes.
 - If a team captain is awarded a temporary suspension of any description, another player (either on the field of play or on the team bench) must be nominated to act as the team captain during the suspension period. A verbal notification to the Technical Officer on duty is sufficient.
 - At least 3 chairs for temporarily suspended players are required at each side of the technical table.

4. PENALTY CORNER COUNTDOWN CLOCK

- 4.1 When a penalty corner is awarded, the timing of the match shall be stopped for 40 seconds as specified in Article 2 above, (inter alia to permit to put on protective gear etc) before allowing the penalty corner to commence. The engaged Umpire shall advise both the defence and the attackers as the shot clock approaches zero. After 40 seconds the Umpire will re-start play by blowing the whistle and the ball shall be injected immediately or very shortly thereafter.
- 4.2 The 40 second clock shall be activated by the technical officials as soon as the penalty corner is awarded and the match clock stopped.
- 4.3 The 40 second rule will apply only to the initial award of a penalty corner and not to any retake, or to any second penalty corner awarded before the ball has moved 5m from the circle.

4.4 In the event that a team is not ready the umpire is to identify and issue a personal penalty (i.e. a green card) to the player who is responsible for the delay, with an increased personal penalty (i.e. a yellow card) for repeated offences. If this player is a defender, the defending team defends the particular Penalty Corner with one player fewer. For any offence of this rule by a defending goalkeeper or player with goalkeeping privileges, the defending team defends the penalty corner with one fewer player: ie the corner is defended by one fewer player than before this incident. The defending team nominates which defender will be subject to a personal penalty.

- The 40 second countdown will be shown on the scoreboard by means of a separate countdown clock.
- The 40 second countdown shall be activated by the technical officials once the awarding of a penalty corner is confirmed should the awarding of the corner be referred to the video umpire.

5. GOAL SCORING TIMING

5.1 When a goal is scored, the Umpires shall (to allow for TV replays and player celebrations) stop the match clock for 40 seconds.

5.2 The 40 second clock shall be activated by the technical officials as soon as the goal is scored. Play is not to restart until the 40 second clock has counted down the zero.

5.3 Unless otherwise instructed by the Umpires, the match clock shall resume immediately at the expiration of the 40 second period. This is subject to there being no video referral.

5.4 Unless otherwise instructed by the Umpires, the match clock shall resume immediately at the expiration of the 40 second period. If any team is not ready after 40 seconds, the captain of that team shall receive a green card.

- The 40 second countdown will be shown on the scoreboard by means of a separate countdown clock.
- The 40 second countdown shall be activated by the technical officials once the awarding of a penalty corner is confirmed should the awarding of the corner be referred to the video umpire.

6. RULES OF HOCKEY (1st JANUARY 2015)

Two Rules changes have been included, both of which are easily implemented and should make the Hockey more attractive to play and watch.

The first is the ability to take attacking free hits, awarded within 5 metres of the edge of the circle, from the point of the offence. The ball still has to travel at least 5 metres before it can be played into the circle, or alternatively has to be touched by another player of either team, other than the player taking the free hit. Having to take the ball back to the 5 metres dotted line slowed the play and was seen as a real disadvantage to the attacking team and the flow of the game.

- The intention of the Rule change is to assist game flow, such that the attack is able to take a quick free hit from the point of the offence, rather than have to take the ball back to the dotted 5 metres line.
- All players other than the player taking the free hit should be at least 5 metres from the ball.
- If a player is within 5 metres of the ball, they must not interfere with the taking of the free hit or must not play or attempt to play the ball. If this player is not playing the ball, attempting to play the ball or influencing play, the free hit need not be delayed.
- A player within 5 metres of the ball at the taking of the free hit is not allowed to engage with play prior to the ball having travelled at least 5 metres. However, at a free hit the ball cannot enter the

circle until it has travelled at least 5 metres if the same player continues to play the ball or it has been touched by another player of either team.

- Defenders who are inside the circle within 5 metres of the free hit are therefore not interfering with play and may also 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 has been touched by another player of either team who can legitimately play the ball.
- Players inside the circle who were 5 metres or more from the point of the free hit are not allowed to move and remain in a 'set' position within 5 metres of the ball when the free hit is taken.
- Other than indicated above, any playing of the ball, attempting to play the ball or interference by a defender or an attacker who was not 5 metres from the ball, should be penalised accordingly.

The second change concerns the re-start after the ball has unintentionally been played over the backline by a defender or deflected by a goalkeeper or player with goalkeeping privileges, and no goal is scored. Play will now be re-started with the ball on the 23 metres line and in line with where it crossed the back-line. The previous re-start, commonly known as a corner, was seen as an inefficient and ineffective re-start with the ball often becoming trapped in the corners of the pitch. Taking the re-start from the 23 metres line opens up the play and gives more passing options.