

## **Abridged Version of Rule Changes – 2015**

### ***Rule 13.7c – Defender Breaking at Penalty Corners;***

If a defender breaks the backline before the ball is hit, they must go to halfway until the PC is completed, and cannot be replaced. Exception is if GK breaks – then a field player must go to half way.

### ***Rule 13.7b – Attacker Breaking at Penalty Corners;***

If attacker taking the hit feints – they must go to half way and replaced by another player to start the PC. Rule also applies to all breaking attackers.

### ***Rule 9.7 – Stick above the Shoulder;***

Players may play the ball above their shoulder in a controlled manner – umpires will judge this solely on danger. The rule on one player receiving the high ball still applies.

***This rule does not apply at Small Sticks grade.***

### ***Rule 14.1b – Two Minute Green Card Suspension;***

All players receiving a green warning card must leave the field for 2 minutes.

### ***Rule 13 – Attackers Free Hit within 5m of the Circle;***

Players may take free hit within this zone where the offence occurred. The ball must still not be played directly into the circle until it has moved at least 5m or touched by another player. Do not award PC's for defenders not retreating 5m into the circle unless they interfere with the free hit. This is the only change to this rule applying to free hits with the 23m area.

### ***Rule 7.4 – Long Corner;***

The ball is now hit from the 23m line opposite where the ball crossed the back line. All the other rules apply to free hits within the 23m area, however, the ball cannot be hit directly into the circle from this free hit.

***The rule regarding the 10m march has been deleted.***