

GAA Playing Rules Update | July 2020

Introduction

Below is a summary of the GAA playing rules changes introduced in 2020 covering the following;

1. Kick-out Rule
2. The Mark (Kick-out & Advance)
3. The Sin Bin
4. Role of the Sideline Official

1. Kick-out Rule (Football Only)

Rule 2.7(a) and (c) applies.

- Kick-out shall be taken from the ground at the centre of 20m line.
- Kick-out cannot be kicked backwards.
- All players to be outside 20m line, 13m from the ball and outside the semi-circle arc.
- Goalkeeper not taking the kick-out shall remain in the small rectangle.
- If the defender is kicking out the ball, the rule does not prevent the ball been played back to the defender.
- The ball shall not travel less than 13m and outside the 20m before been played by another member of the defending team.
- The player who directly receives the ball from a kick-out cannot pass the ball back to the goalkeeper without another person playing it. Free to be taken from where the Goalkeeper receives the ball.
 - “Pass” means all passes, including kick passes (from the hand or the ground) and hand passes.
 - To “Pass the ball directly back to goalkeeper” should be interpreted as cannot be passed to the goalkeeper, regardless of direction.
 - Free is conceded when the Goalkeeper plays the ball.

2. Mark (Football Only)

Rule 2.12 applies to

2.1 Kick-out mark

- Clean catch from a kick-out.
- The mark can be claimed by any player.
- On or past the 45m line
- The referee awards a mark by blowing the whistle.
- Player claims the mark by putting his arm in the air.
- If claiming the mark, the player has 15 seconds to take the free-kick.
- In exceptional circumstances where the player is unable to avail of the mark, his nearest teammate designated by Referee can take the mark **and may score from it.**
- A player who does not claim his mark may play on immediately
- In these circumstances the player may not be challenged for the ball until he carries the ball up to a maximum of four consecutive steps or holds the ball for no longer than the time needed to take four steps and/or makes one act of kicking, hand-passing, bouncing or toe-tapping the ball.

2.2 Advance Mark

- Clean catch on or inside the 45m line
- Delivered by attacking player in open play on or beyond the opposing teams 45m line.
- The ball must travel at least 20m.
- The mark can be claimed by any player.
- The referee awards the mark by blowing their whistle.
- Player claims the mark by putting his arm in the air.
- If claiming the mark, the player has 15 secs to take the free-kick.
- If the mark is awarded to attacking player within the 13m line the free kick is to be taken from 13m line opposite where the mark is claimed.
- If the mark is taken by a defending player, the mark should be taken from where the mark is claimed.
- In exceptional circumstances where the player is unable to avail of the mark, his nearest teammate designated by Referee can take the mark **and may score from it.**
- If the player does not claim the mark, he may play on immediately
- In these circumstances the player may not be challenged for the ball until he carries the ball up to a maximum of four consecutive steps or holds the ball for no longer than the time needed to take four steps and/or makes one act of kicking, hand-passing, bouncing or toe-tapping the ball.
 - **Exception: If the mark is taken inside the large or small rectangle and the player decides to play on, the player can be challenged immediately. Changed at congress 2020.**

3. Sin Bin (Football Only)

Rules affected: Rules 1.2(ix)(e) and 4.1, Rules of Control; Rules 2.4(i) and (iv), 2.6 Rules of Specification; Rules 5.10 – 5.14 inclusive, Rules of Football.

A player who commits a Category II Infraction – Cynical Behaviour. Rule 5.10, 5.11, 5.12, 5.13 or 5.14.

- The player shall be sent to Sin Bin for 10m.
 - **Exception**, a player who had earlier been issued a yellow or black card, commits a Cynical Behaviour Infraction, shall be shown a red card, and sent off for the remainder of the game, including extra time and cannot be replaced.
- **The 10 minutes begin** when the Referee restarts the game.
- The player shall return to play after 10minutes at the **next break in play**.
- The number of substitutions has changed from **6 to 5**.
- If the player returns to play without permission of the Referee at a break in play, he will be penalised by issuing him with a yellow card under **Rule 6.1 Challenging the Authority of Referee** and then given a red card.
- **If a goalkeeper gets a black card**, it is at the discretion of the relevant team management as to how to address this matter, if it arises (e.g. they may choose to use a substitute and bring on their reserve goalkeeper).
- The black cards carry into extra time.
- If the player while in the Sin Bin commits another aggressive infraction he shall be issued with an appropriate card and cannot return to the game.

4. Sideline Official (Football & Hurling)

From Congress 2020 the Sideline Official has the same power as umpires and Linesmen to bring to the attention of the Referee particular rough or dangerous play, striking, hitting or kicking. The Referee may apply the appropriate rule-following such consultations. Rule 1(ii).

Additional Information

If you require any additional information or have any questions, please e-mail referee@gaa.ie.