

# FOOTBALL RULES 1915

## OFFICIAL GUIDE 1914-'15.

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And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a special committee appointed at Annual Convention, 1910.

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**1. Size of Ground.** – The ground shall not be less than 140 yards or more than 170 yards long, and not less than 84 yards or more than 100 yards wide.

**2. Marking of Ground.** – Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the turf. Lines indicating 14 yards, 21 yards, 50 yards and half-way shall also be marked, and the ends of these lines and each corners of the ground shall be marked with flags.

**3. Scoring Space.** – In the centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart. There shall be a crossbar 8 feet from the ground.

**4. Lines,** 5 yards long and at right angles to the goal line, shall be marked 4 yards from each goal post. The ends of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space.

**5. Number of Players.** – The players shall be fifteen aside in inter-county matches, but a team may start a match with thirteen players. The second half hour, however, cannot be resumed unless there be fifteen players of each side. The teams failing to field the full number of players shall forfeit the match. (County Committees have power to make a bye-law that teams competing in their Championship and League matches may consist in any number of players from thirteen to fifteen inclusive; but in the event of a County Committee failing to make a bye-law on the point, it shall be quite legal for either or both teams to commence and finish a match with any number of players not less than thirteen or more than fifteen).

**6. Commencing Play.** – The Captains of teams shall toss for choice of sides before commencing the play, and the players, with the exception of the goal-keeper and six others who must be behind the 50 yards' lines, shall stand in two lines at the centre of the field, and each player shall catch an opponent's hand. The Referee shall throw the ball high over the heads of the players who shall then separate.

**7. Duration of Play.** – The time for actual play is one hour, sides to be changed only at half time. The Referee shall be empowered to allow time for delays. He shall also have power to terminate the game whenever, by reason of darkness setting in, interferences of spectators or other causes, he may think fit. If necessary he shall extend time of play to permit of a free kick to be taken. No score to count from such free kick unless the ball passes through scoring space without any other player of the same side touching it. Should the defending team commit a further foul before the Referee whistles for full time, he shall still further extend the time to allow of a free being taken, but no score shall be awarded except made directly off the free. Whenever a game is terminated by reason of darkness setting in it must be replayed for the full time. Should any team cause such deliberate delay in starting or playing, the game that it has to be terminated owing to darkness setting in, the Committee in charge can award the match to the opposing team.

**8. Score.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross-bar, except when thrown or carried by any of the attacking side. In All-Ireland and as far as possible in Inter-County and County Championship matches nets shall be placed behind the goal area so as to receive the ball when it passes through.

A *Point* is scored when the ball is driven or played by either side over the crossbar and between the goal posts, except when thrown by any of the attacking side. The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play. Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the

crossbar should have been, he shall allow a goal. Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the cross-bar. The ball is in play until the whole ball has passed over the goal line or side line. The game shall be decided by the greater number of points. A goal shall be equal to three points. Should the ball be played through the goal space by one of the defending side, it shall count a goal; if through the point space, it shall count a point to the opposing team.

**9. The Kick-out.** – When the ball is driven over the goal line by the opposing team, or through the scoring space by the defending team, it shall be kicked out from off the ground within the parallelogram. The player taking the kick-out may go behind the end line for the purpose of taking a run, and may run in any direction he may think desirable. No player from the opposing side shall approach nearer than the 21 yards line until the ball has left the parallelogram. The Referee shall be empowered to allow time for deliberate delay in kicking out. When a score is made the kick-out shall be from the 21 yards line; no players to stand nearer than 14 until the ball is kicked.

NOTE. – Should the player taking the kick-out place the ball outside the parallelogram, the opposing side shall have a free kick 50 yards out from the goal. The player taking the kick-out may strike the ball more than once before any other player touches it. Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood.

**10. Free Kick.** – The penalty for all breaches of the rules shall be a free kick. In all free kicks the Referee must indicate the place from where the free shall be taken. The ball shall not be kicked until the Referee has whistled. In all free kicks, including the 50 yards kick, no player shall approach nearer than 14 yards until the ball is kicked. If a free kicked is allowed nearer than 14 yards from the goal line, the players must stand on the goal line or 14 yards away. The kicker must not again play the ball until it has been played by some other player. A free kick may be in any direction.

Notes. – (1) Should a player stand nearer than 14 yards when a free kick is being taken, the opposing team shall be awarded a free from where he stood. Should the player who took the free kick touch the ball again before another player has touched it the opposing team shall be awarded a free kick from where foul occurred.

(2) The Referee must bring back the ball to the 14 yards line for a foul occurring in the parallelogram and entitling the attacking side to a free kick.

(3) A player taking a free kick near the end line or side line may go outside these lines for the purpose of taking a run. The free kick shall be deemed to have been taken when the ball is touched, after the Referee has whistled, by a player of the side having the free kick.

**11. The Play.** – The ball, when off the ground, may be struck with the hand. It may be caught when off the ground. It may be kicked in any direction, but not carried. Carrying shall be taking more than four steps while holding the ball, which must not be held longer than necessary to hop it, kick it or fist it away. The ball must not be thrown. When caught, the ball may be kicked by letting it drop from the hands and kicking it, either before it touches the ground (“punting”) or immediately after it touches the ground (“drop-kicking”). The ball, on being caught, must be either kicked or struck with the hand or hopped once with either one or both hands against the ground, but not more than once. The ball, while on the ground, must not be touched with the hand. The goal-keeper, within the parallelogram, may touch the ball while on the ground with his hands. A player of the opposing team cannot enter the parallelogram until the ball enters it in play.

Notes. – (1) When a player catches the ball he can hop it with one or both hands once against the ground and can then catch it again, but must kick it without any further hop. If a player infringes this rule the Referee shall award a free kick to the opposing team where the foul occurred.

(2) When a player strikes a hopping ball which he has not caught, he can make a run by striking it with one or both hands, but should he catch the ball he is allowed only one hop. Should a player infringe this rule the Referee shall award a free kick where the foul occurred to the opposing team.

(3) Should a player hold a ball longer than is necessary to hop it, kick it, or fist it away, or take more than four steps while holding it, the opposing side shall have a free kick from where foul occurred.

(4) If a player touches the ball while on the ground with the hand, the opposing side shall have a free kick from where foul occurred. It shall be permissible for a player knocked to the ground, in possession of the ball, to fist it away even though it be on the ground.

(5) *Entering the Parallelogram.* – This rule shall be operative when the player enters the parallelogram and charges goal-keeper or back before the ball enters. The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed. The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during the play.

(6) When a score is disallowed from an infringement of the parallelogram rule the defending side shall take a free kick from within the parallelogram.

**12. Throw-in.** – When the ball is driven across the side line it should be thrown in from the point where it crossed the side line (as indicated by the linesman) by a player of the opposing team to that which touched it last before crossing. The ball may be thrown in any direction, and the thrower-in must have one foot outside the line at the time of throwing, and must not hold the ball by the lace or thong. The thrower-in must not play the ball himself until it has been played by some other player. All players to stand away ten yards from the player throwing the ball. Neither a goal nor a point can be scored from the throw-in unless the ball is touched by some other player after the throw-in.

Notes. – (1) If a player of either side stands nearer than 10 yards to the player who is throwing in the ball, a free kick shall be given to the opposing team from where the foul occurred.

(2) If the player who is throwing in the ball stands inside the side line or throws the ball by the lace or thong, the opposing team shall be awarded a free kick from where the foul took place.

(3) If the player who throws in the ball touches it before another player has touched it, the opposing team shall have a free kick from where the foul took place.

**13. Fifty Yards Free Kick.** – If the ball is played across the end line outside the point posts\* by a player whose end line it is, the opposing team shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line. If the ball, having been played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow the 50 yards free kick.

Note. – The last player touching the ball shall be considered the last player playing it.

**14. Foul and Rough Play.** – Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul. No player shall be charged from behind, and no player shall be charged or in any way interfered with unless he is in the act of playing the ball. Tripping is throwing or attempting to throw an opponent by using the legs or by stooping in front or behind him. Putting the leg from behind another player for the purpose of getting the ball and thus throwing him shall be deemed tripping. Holding includes the obstruction of a player by hand or arm.

In the case of rough or dangerous play, the Referee shall caution the player or players, and should the offence be repeated, or without any caution in case of violent conduct or improper language, the Referee shall rule the offender or offenders out of play and report him or them to the County Committee in County Championships, to the Provincial Council in Inter-County matches, and to the Central Council in All-Ireland matches. A player ordered off the ground by the Referee shall not under any circumstances be permitted to again join the game. Any player raising his hand to strike or threaten another player, or using irritating language to players or officials, shall be at once ordered off the ground. If he refuses to leave when ordered the Referee shall award the match to the opposing team. Retaliation in this case shall entail disqualification. A whole team may be disqualified for rough play even though it won the match.

- Notes.– (1) Moving to play the ball shall be considered the act of playing it.
- (2) Should a player from each team foul at the same time the referee shall hop the ball when foul occurred.
- (3) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul.
- (4) In awarding free kicks from foul or rough play, the Referee shall give the free-
- (a) From where the foul occurred if the foul prevented the player playing the ball.
- (b) When a man is fouled and succeeds in playing the ball the Referee may allow the game to continue.
- (5) The obstruction of a player by hand or arm, even though he be not actually held, is a foul; or reaching the ball from behind over the shoulders or around the body of a player who has caught the ball shall be a foul.
- (6) If the ball cross the side line the free kick shall be given where the ball crossed the line.
- (7) Should a player who has been ordered off the ground again join in a game the referee shall award the opposing side the match. A caution is necessary only in cases where, while the play is not a direct infringement of the rules, it is such that it may be calculated to cause injury to an opponent. For deliberate violation of these rules a caution is not necessary.

**15. Ball out of Play.** – If the ball strikes a bystander standing inside the side-line it shall be out of play, and must be thrown in from the side line as directed in Rule 12. If it occurs at the end line, it shall also be out of play, and must be kicked out from the parallelogram. The Referee may allow a point or a goal or a 50 yards free kick, should he consider that a point or a goal would have been scored or that a 50 yards free kick would have been forfeited.

**16. Injured Player.** – The Referee may allow a substitute for an injured player, but must not delay the game for admission of a substitute.

**17. Weight and Size of Ball.** – The weight of the ball shall be from 13 to 15 ounces; size, 27 to 29 inches in circumference. No. 5 match ball.

**18. Leaving the field.** – A team or an individual leaving the field without the Referee's permission becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty.

**19. Failure to Play.** – A team failing to carry out a championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match.

**20. Colours.** – Team are required to wear distinctive colours and register them.

**21. Nails &c.** – Players are not allowed to wear projecting nails, spikes or iron tips on their boots.

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# HURLING RULES

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**1. Size of Ground.** – The ground shall not be less than 140 yards or more than 170 yards long, and not less than 84 yards or more than 100 yards wide.

**2. Marking of Ground.** – Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the turf. Lines indicating 21 yards, 70 yards and half-way shall also be marked, and the ends of these lines and each corners of the ground shall be marked with white flags.

**3. Scoring Space.** – In the centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart. There shall be a crossbar 8 feet from the ground.

**4. Lines,** 5 yards long and at right angles to the goal line, shall be marked 4 yards from each goal post. The ends of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space.

**5. Number of Players.** – The players shall be fifteen aside in inter-county matches, but a team may start a match with thirteen players. The second half hour, however, cannot be resumed unless there be fifteen players of each side. The team failing to field the full number of players shall forfeit the match. (County Committees have power to make a bye-law that teams competing in their Championship and League matches may consist in any number of players from thirteen to fifteen inclusive; but in the event of a County Committee failing to make a bye-law on the point, it shall be quite legal for either or both teams to commence and finish a match with any number of players not less than thirteen or more than fifteen).

**6. Commencing Play.** – The Captains of teams shall toss for choice of sides before commencing the play, and the players, with the exception of the goal-keeper and six others, who must be behind the 50 yards' lines, shall stand in two lines at the centre of the field, and each player shall place his hurley across an opponent's. The Referee shall throw the ball along the ground between the players, who shall then separate.

**7. Duration of Play.** – The time for actual play is one hour; sides to be changed only at half time. The Referee shall be empowered to allow time for delays. He shall also have power to terminate the game whenever by reason of darkness setting in, interferences of spectators or other causes, he may think fit. If necessary he shall extend time of play to permit of a free puck to be taken. No score to count from such free puck unless the ball passes through scoring space without any other player touching it. Should the defending team commit a further foul before the Referee whistles for full time, he shall still further extend the time to allow of a free being taken, but no score shall be awarded except made directly off the free. Whenever a game is terminated by reason of darkness setting in it must be replayed for the full time. Should any team cause such deliberate delay in starting or playing, the game that it has to be terminated owing to darkness setting in, the Committee in charge can award the match to the opposing team.

**8. Score.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross-bar, except when thrown or carried by any of the attacking side. In All-Ireland and as far as possible in Inter-County and County Championship matches nets shall be placed behind the goal area so as to receive the ball when it passes through.

A *Point* is scored when the ball is driven or played by either side over the crossbar and between the goal posts, except when thrown by any of the attacking side. The ball hitting the crossbar or upright

posts and rebounding into the field of play is still in play. Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar should have been, he shall allow a goal. Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the cross-bar. The ball is in play until the whole ball has passed over the goal line or side line. The game shall be decided by the greater number of points. A goal shall be equal to three points. Should the ball be played through the goal space by one of the defending side, it shall count a goal; if through the point space, it shall count a point to the opposing team.

**9. The Puck-out.** – When the ball is driven over the goal line by the opposing team, or through the scoring space by the defending team, it shall be pucked out from within the parallelogram. No player from the opposing side shall approach nearer than the 21 yards line until the ball has left the parallelogram. The Player taking the puck may take the ball in his hand to puck out. Should he miss at first stroke the ball must be pucked from off the ground within the parallelogram. No player from the opposing side shall approach nearer than the 12 yards\* line until the ball has left the parallelogram. The Referee shall be empowered to allow time for deliberate delay in pucking out.

NOTE. – Should the player taking the puck-out place the ball outside the parallelogram, the opposing side shall have a free puck 70 yards out from the goal. The player taking the puck out may strike the ball more than once before any other player touches it. Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood.

(\* This should be “21 yards line”)

**10. Free Pucks.** – The penalty for all breaches of the rules shall be a free puck. In all free pucks the Referee must indicate the place from where the puck shall be taken. The ball shall not be pucked until the Referee has whistled. In all free pucks, including the 70 yards puck, no player shall approach nearer than 21 yards until the ball is pucked. If a free puck is allowed nearer than 21 yards from the goal line, the players must stand on the goal line or 21 yards away. The player who pucks must not again play the ball until it has been played by some other player. A Free puck may be in any direction. In all free pucks other than side lines pucks, the ball can be struck two ways only:- (1) Strike the ball on the ground. (2) Lift the ball with the hurley and strike it off the hurley. The ball cannot be taken in the hand when lifted with the hurley in a free puck, though lawful in all other cases.

Notes.– (1) Should a player stand nearer than 21 yards when a free puck is being taken, the opposing team shall be awarded a free puck from where he stood.

(2) The Referee must bring back the ball to the 21 yards line for a foul occurring in the parallelogram and entitling the attacking side to a free puck.

(3) The ball must be lifted at first effort to lift, and struck at first effort to strike off hurley. Should a player fail to lift at first effort, or fail to strike off hurley at first effort, he must strike the ball on the ground. The ball must be pucked before the opposing team can charge.

(4) Should the player who is taking a free puck make a second attempt to lift. The opposing team shall have a free puck.

(3) A player taking a free puck near the end line or side line may stand outside these lines when striking. The free puck shall be deemed to have been taken when the ball is struck – after the Referee has whistled – by a player of the side having the free puck.

**11. The Play.** – The ball must not be lifted off the ground in the hand when in play. It may be struck with the hand when off the ground, or kicked. It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it.

Carrying shall be taking more than three steps while holding the ball. A player of the opposing team cannot enter the parallelogram until the ball enters it during the play.

Notes. – (1) Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where foul occurred.

(2) If a player touches the ball while on the ground with the hand, the opposing side shall have a free puck from where foul occurred.

(3) *Entering the Parallelogram.* – This rule shall be operative when the player enters the parallelogram and charges goal-keeper or backs before the ball enters. The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed. The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during the play.

(4) When a score is disallowed for an infringement of the parallelogram rule the defending side shall take a free puck from within the parallelogram.

**12. Side Puck.** – When a player drives the ball over the side line it shall be a free puck on the ground to the opposing team at the point where the ball crossed the line. No player to approach nearer than ten yards until the ball is struck, and no score can be made unless the ball be played by another player other than the striker. The linesman shall drop the ball at the line where it crossed and the player who takes the free puck cannot alter its position.

Notes. – (1) If a player of either side stands nearer than 10 yards to the player who is pucking in the ball, a free puck shall be given to the opposing team from where the foul occurred.

(2) If a player who is taking a side puck attempt to lift the ball, a free puck shall be awarded the opposing team where foul took place.

(3) If the player who pucks in the ball touches it before another player has touched it, the opposing team shall have a free puck from where the foul took place.

**13. Seventy Yards Free Puck.** – If the ball is played across the end line outside the point posts by a player whose end line it is, the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line. If the ball, having been played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow the 70 yards free puck.

Note. – (1) The last player touching the ball shall be considered the last person playing it.

(2) Should a player who is taking the seventy yards free puck foul when doing so, the ball shall be pucked from goal by the opposing team.

**14. Foul and Rough Play.** – Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul. No player shall be charged from behind, and no player shall be charged or in any way interfered with, except he be in the act of playing the ball. No player shall bring his hurley intentionally in contact in the person of another player. Tripping is throwing or attempting to throw an opponent by using the legs, or by stooping in front or behind him. Putting the leg or hurley from behind another player for the purpose of getting the ball shall be deemed tripping. Holding includes the obstruction of a player by hand or arm. A player must not throw the hurley under any circumstances. The penalty for each breach of this rule shall be a free puck.

Striking a player's hurley unless he be in the act of striking the ball shall be a foul.

In the case of rough or dangerous play, the Referee shall caution the player or players, and should the offence be repeated, or in the case of violent conduct or improper language, without any previous caution, the Referee shall rule the offender or offenders out of play and report him or them to the County Committee in the case of County Championships; to the Provincial Council in Inter-County contests; and to the Central Council in All-Ireland matches. No player once ordered off the ground by the Referee shall not under any circumstances be permitted to again join the game. Any player lifting his hand or hurley to strike or threaten another player, or using irritating language to players or officials, shall be at once ordered off the ground. If he refuses to leave when ordered the Referee shall award the match to the opposing team. Retaliation in this case shall entail disqualification. A whole team may be disqualified for rough play even though it won the match.

Notes.– (1) Moving to play the ball shall be considered the act of playing it.

(2) Should a player from each team foul at the same time the referee shall throw in the ball when foul occurred.

(3) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul.

(4) In awarding free pucks from foul or rough play, the Referee shall give the free-

(a) From where the foul occurred if the foul prevented the player playing the ball.

(b) When a man is fouled and succeeds in playing the ball the Referee may allow the game to continue.

(5) The obstruction of a player by hand or arm, even though he be not actually held, is a foul; or reaching the ball from behind over the shoulders around the body of a player who has caught the ball shall be a foul.

(6) Should a player be fouled after he has delivered the ball, a free puck shall be given from where the ball was played to. If the ball cross the side line it shall be given where the ball crossed the line.

(7) Should a player who has been ordered off the ground again join in a game, the Referee shall award the opposing side the match. A caution is necessary only in cases where, while the play is not a direct infringement of the rules, it is such that it may be calculated to cause injury to an opponent. For deliberate violation of these rules a caution is not necessary.

**15. Ball out of Play.** – If the ball strikes a bystander standing inside the side line it shall be out of play, and must be pucked in from the side line as directed in Rule 12. If it occurs at the end line, it shall also be out of play, and must be pucked out from the parallelogram. The Referee may allow a point or a goal or a 70 yards free puck, should he consider that a point or a goal would have been scored or that a 70 yards free puck would have been forfeited.

**16. Injured Player.** – The Referee may allow a substitute for an injured player, but must not delay the game for admission of a substitute.

**17. Weight and Size of Ball.** – The weight of the ball shall be from 6 to 7 ounces; size, 11 ½ to 12 ½ inches in circumference.

**18. Leaving the field.** – A team or an individual leaving the field the Referee's permission becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty.

**19. Failure to Play.** – A team failing to carry out a championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match.

**20. Colours.** – Team are required to wear distinctive colours and register them.

**21. Nails &c.** – Players are not allowed to wear projecting nails, spikes or iron tips on their boots.

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# RULES OF CONTROL FOR FOOTBALL & HURLING

(In separate Section of O.G. from Playing Rules.)

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## REFEREE, LINESMEN & UMPIRES

1. In all matches a Referee, two Linesmen and four Goal Umpires shall be appointed.
2. The Referee's decision on questions of fact connected with the match shall be final. Players should particularly note that, as the ball is in play till the whistle sounds, any stoppage of play on their part is at their own risk; for any score made in the event of the whistle not sounding shall be perfectly valid. The Referee shall give his decision in writing, if requested, to the captains to the respective teams before leaving the ground.
3. The Referee shall blow his whistle in the following cases;-
  - (a) When he allows a decision given by a linesman.
  - (b) When he allows a score, having consulted the goal umpires.
  - (c) When he wishes to stop the game for any purpose.
  - (d) When half-time or full time is up, he being the sole time-keeper, having sole power to allow extra time for delays.
  - (e) The game shall be stopped whenever the Referee blows his whistle, even though he infringes the rules in doing so.
4. The Referee's decision as to time shall be final.
5. The Referee shall keep a record of the game, and shall lodge a report of the match, with the names of the players, if any, whom he has disqualified for rough play or misconduct. This, especially in regard to rough play, is imperative.
6. When the Referee stops the game for any purpose he shall re-start it by hopping or throwing in the ball amongst the players.
7. A Referee having given a decision, after sounding the whistle, cannot under any circumstances alter it.
8. It shall be the Referee's duty to see that all free kicks or pucks, kicks-out, or pucks-out, and throws-in, or pucks from side-line, are properly taken.
9. In free-kicks or pucks the ball shall not be kicked or pucked until a signal is given by the Referee.
10. Where linesmen cannot determine which team is entitled to a throw-in or side puck, the Referee shall throw in the ball himself.
11. The Referee may, if he sees fit, consult the umpires and linesmen on any dispute which may arise in connection with the game.
12. Any player threatening or insulting the Referee shall be suspended for not less than twelve months, and his whole team shall be liable to disqualification at the discretion of the County Committee, Provincial Council, or Central Council, according to which body is in control of the match.
13. If the ball strike a bystander standing inside the line (except the Referee) it shall be out of play, and must be thrown in or pucked from side line. If it occur at the end line it shall be also out of play, and shall be kicked or pucked out from the goal. The Referee may allow a point, a goal, or a fifty yards' kick in the latter case should be consider that a point or a goal would have been scored but for being thus stopped, or that a ball would have crossed the end line.
14. In the event of the Referee dully appointed being unable to act, it shall be competent for the Secretary of a County Committee, Provincial Council, or Central Council to select and appoint a referee.
15. There shall be two linesmen appointed by the Referee, who shall be provided with flags. Their sole duty (subject to the Referee's decision) shall be to decide when and where the ball crossed the side line, and which side is entitled to the throw-in or puck-in. They shall each take one side of the ground,

outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction the ball is to be thrown. Linesmen shall keep outside the side lines.

16. There shall be two goal umpires at each end of the ground, appointed by the Referee. One shall stand outside each goal post, and their sole duty (also subject to the Referee's decision when they differ) shall be to watch for goals and points and to decide when the ball is over the end line.

17. Referees, linesmen, and goal umpires are bound to give a decision one way or the other when appealed to, and all disputes must be decided on the spot.

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In the section dealing with HURLING AND FOOTBALL CHAMPIONNSHIPS, there are further 17 rules. Rule 6a in this section deals with CONTROL and SPECIFICATION as it states:-

6a. If a match end in a draw after one hour's play, the referee, providing both teams agree, shall order the teams to play for an additional half-hour.

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In the 1914-1915 Official Guide, there is a section on p. 109 which may well be the regulations governing the long puck competitions.

#### LIFTING AND STRIKING THE HURLING BALL

The ball shall be regulation size and weight. The hurley may be of any pattern.

The ball may be placed on the ground behind the scratch line, and the striker must lift it with his hurley, and shall not be allowed to touch it with his hand. The ball must be lifted at the first attempt, and struck on the first rise. The ball must be struck from behind the scratchy line, and within the return lines at the end of the scratch, and the sticker shall not touch the ground in front of the scratch with any part of his person until he has struck the ball. The measurement shall be from the pitch of the ball to the nearest part of the scratch. Failure in the attempt to lift or strike shall count as a try.

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