

Major Changes

7.4 – This sees the introduction of the new style "long corners" indoor. So, if the ball crosses the backline without a goal being scored after it has been played unintentionally by a defender, or deflected by a goalkeeper or player with goalkeeping privileges (PwGKP), play is re-started by an attacker with the ball on the centre-line and in line with where it crossed the back-line. The normal procedures for taking a free push apply.

9.17 – This introduces the guidance that if the ball hits PC protective gear that has been carelessly discarded by a defender after a PC, play is restarted with either a free hit to the attack, if the item is on the pitch outside the circle, or a PC, if the item is inside the circle.

13.2 – This rule has been amended to clarify what procedures apply for attacking free pushes taken in the half that the team is attacking, bringing the Indoor Rules into alignment with the 2015 Outdoor Rules concerning attacking free hits within the 23m area. Specifically, amended Rule 13.2e clarifies that when taking a free hit in the half that they are attacking the attacking team must ensure that the ball travels at least 3m, or be touched by a defender, before being played into circle; or that the ball must travel 3m before hitting the sideboard and rebounding into the circle.

13.8e – This change makes it clear that the player defending a penalty stroke (PS) cannot move their feet once the whistle has been blown to start the PS until the attacker actually plays the ball.

14.1.b & 14.1.c – This introduces the one minute suspension for a green card into the Rules, meaning that it is no longer necessary for this to be specified in relevant tournament / competition regulations and that it must be applied in indoor hockey at all levels.