

Guidance to Umpires

3D Skills

3D skills are being promoted by the FIH and the development of 3D skills in the game of hockey means that umpires are responsible for ensuring that skill is **not** penalised, only danger!

FIH Rule 9.8 states, **'Players must not play the ball dangerously or in a way which leads to dangerous play. A ball is also considered dangerous when it causes legitimate evasive action by players. The penalty is awarded where the action causing the danger took place.'**

A player showing control of the ball and trying to evade the opposition, via 3D skill, and which strikes the opposition in a non-dangerous manner, should be deemed safe and a free hit awarded to the ball carrier. If the player in possession plays the ball intentionally into an opposition player or if the defender needs to take legitimate evasive action, then this is considered dangerous and a free hit must be awarded to the defender.

Therefore, if a player wants to play the ball via 3D skill, above knee height, then they must be allowed to do so, as long as it's not dangerous and doesn't lead to dangerous play.

PLEASE NOTE: The Rules of Hockey are clear regarding the raised ball at a penalty corner and the above guidance does not apply to a penalty corner situation.