

The background features a silhouette of a football player in a dynamic pose, running towards the right. The player is set against a warm, orange-to-yellow gradient. To the left, a series of vertical bars in shades of yellow and orange create a sense of depth. The foreground is dominated by a series of concentric, perspective-driven lines in shades of purple, blue, and pink, suggesting a football pitch or a tunnel. A dark, circular shape, possibly a ball, is visible in the upper right area.

Football Review Committee

INTERIM REPORT – BENEFIT REALISATION FRAMEWORK ON NEW RULES

6ú Márta 2025

CONTENTS

| | |
|---|----|
| EXECUTIVE SUMMARY | 3 |
| BENEFIT REALISATION ASSESSMENT OF NEW RULES - 2025 NFL ROUND 1 TO 5 | 10 |
| RULES OF SPECIFICATION | 11 |
| RULE 1 - THE FIELD OF PLAY | 11 |
| RULE 2 - THE PLAYERS | 12 |
| RULE 3 - TIME | 13 |
| RULE 4 - EQUIPMENT | 14 |
| RULES OF CONTROL - INDIVIDUAL RULE ASSESSMENT | 15 |
| RULE 1 - CONTROL OF THE GAMES - MATCH OFFICIALS | 15 |
| RULE 2 - SCORE UMPIRES | 16 |
| RULE 3 - LINE UMPIRES | 17 |
| RULE 4 - SIDELINE OFFICIAL | 18 |
| RULE 5 - MISCONDUCT AT GAMES BY TEAM OFFICIALS | 19 |
| RULE 6 - LIMITATION OF LEGAL LIABILITY | 20 |
| THE PLAYING RULES OF GAELIC FOOTBALL - RULE OF FAIR PLAY - INDIVIDUAL RULE ASSESSMENT | 21 |
| RULE 1 - THE PLAY | 21 |
| RULE 2 - SET PLAY | 22 |
| RULE 3 - SCORES | 27 |
| RULE OF FOUL PLAY - INDIVIDUAL RULE ASSESSMENT | 28 |
| RULE 4 - TECHNICAL FOULS | 28 |
| RULE 5 - AGGRESSIVE FOULS | 31 |
| RULE 6 - DISSENT | 32 |
| IMPORTANT TERMS AND CONDITIONS - FOOTBALL AND HURLING | 33 |
| APPENDICES | 34 |
| EXPLORING ATTITUDES AND PERCEPTIONS OF FRC RUL ENHANCEMENTS IN GAELIC FOOTBALL | 35 |
| GAA GAMES INTELLIGENCE UNIT - ALLIANZ FOOTBALL LEAGUES 2025 - ROUND 5 | 82 |

EXECUTIVE SUMMARY

INTRODUCTION

The Football Review Committee (FRC) was established in February 2024 with the purpose of realising the Association's vision of making Gaelic Games, and in this case Gaelic football, "the most enjoyable amateur sports in the world to play and watch".

To achieve this the committee were issued with terms of reference including a remit to establish a new blueprint for Gaelic Football by identifying potential rules enhancements that respect and balance both the tradition of the game with modern innovations, to create a more exciting and dynamic playing and spectator experience.

To recap, research conducted in 2024 revealed that people like the game of Gaelic Football, but there are specific things that they don't like and there was an awareness and acceptance that the shape of the game has changed. A consistency of themes emerged from the committee's engagement with all stakeholders:

- The top five skills that people like are kicking, catching, scoring of long-range points, goal scoring and general creative play.
- The top three tactical skills were: 1 v 1 contests to gain possession of the ball; taking on an opponent in a 1 v 1 situation; and good support play during speedy attacking transitions.
- There was a strong dislike from people regarding dissent towards match officials and cynical/delaying tactics.
- In general, people want to see:
 - A game where skill and risk taking are rewarded.
 - A game which encourages forward momentum.
 - A game of contests.

Based on these findings, proposed rule changes were adopted by Comhdháil Speisialta (Special Congress) in November 2024 for implementation on a temporary basis for the 2025 competitions.

At this juncture, the committee has assessed the application of these new rules based on analysis of the Allianz Football League Rounds 1 to 5. This evaluation contributes to a deeper understanding of the impact of the rule enhancements and informs any necessary adjustments moving forward into the 2025 Senior Football Championship.

METHODOLOGY

The FRC has developed a Benefits Realisation Framework to monitor, track and collect data to allow an assessment if the new rule enhancements translate into real and measurable improvements in line with the Association's aim that Gaelic Games, and in this instance Gaelic Football, will become the most enjoyable game in the world to play and watch.

Data has been reviewed and analysed from a multitude of sources:

- The newly established Games Intelligence Unit (GIU) has:
 - Analysed all Rd 1 to Rd 5 games in the 2025 National Football League. (The report is appended)
 - Commenced the collation of the physical demands of match play, as derived from the GPS statistics provided by the IC Teams. This initiative is still in its early stages.
- Quantitative and Qualitative data has been compiled from on-line survey responses by an on-going cohort of participants (The report is appended).
- Quantitative and Qualitative data submissions via a game day QR Code survey from Players, Match Officials, Team Officials, County Officials, Spectators and fans.
- The FRC also gained insight through a number of specific on-line surveys:
 - Inter County Managers
 - Club Managers
 - Inter County Referees
 - Club Referees
- 1 to 1 engagement with Inter County Managers.
- Email submissions from a number of intercounty managers/ management teams and County Board Chairs.
- A GPA submission on a mid-season review.
- Emails sent to ***frc@gaa.ie*** by the general public with comments and perspective on the new rule enhancements.

RESULTS FROM RESEARCH AND ANALYSIS

The FRC recommendations are a synthesis of various ideas generated from the Benefits Realisation Framework including data from GUI data, multiple stakeholder engagement, the longitudinal survey, on-line surveys and multiple FRC focused group meetings and workshops.

RECOMMENDATIONS

RECOMMENDATION - 1

The Benefits Realisation Framework currently indicates that the rule enhancements are translating into real and measurable improvements. Overall, the new rules are working as intended. Following a comprehensive review, which included exploring options for potential amendments to most rules, the FRC recommends that the best course of action is, in general, to refrain from making any further rule amendments at this time. Instead, the focus should be on continuing to monitor, track, and collect data over the remaining games of the NFL, the IC Senior Football Championship, and club league and championship games. This approach will allow the FRC to gather further insights and ensure that the current rules continue to deliver the desired outcomes with a view to making final recommendations to Special Congress later this year.

RECOMMENDATION – 2

The 3/3 structure rule has generated significant attention and debate among stakeholders. There is overwhelming support for the concept that a team must always maintain three players in the opposition half of the pitch. However, concerns have been raised about the perceived unfair advantage that the attacking team might gain by having an additional player in attack, should the defending team's goalkeeper remain in goal. Additionally, while there is unanimous support for the '3 up' rule, many stakeholders believe that the penalty for an unintentional infraction of the '3 up' rule is too severe. There is also input from stakeholders suggesting that the punishment for a team with a player sent off (whether due to a red or black card) is not sufficiently impactful.

In response to these concerns, the FRC has reviewed the situation and proposes the following amendments to address the issues raised:

- i. During play, a team must have at least four players (which may include the goalkeeper) in their half of the field and at least three outfield players in the opposition half of the field.
- ii. A breach of this Rule does not occur where the player(s) who would otherwise cause the breach:
 - (a) have done so unintentionally,
 - (b) are within 4m of the half way line,
 - (c) are not interfering with play,
 - (d) are not interfering with an opponent, and
 - (e) are not gaining an advantage.

RECOMMENDATION – 3

The Benefits Realisation Framework review indicates that there are a small number of rules that could benefit from minor amendments. These proposed adjustments are intended to address areas where slight modifications could enhance the effectiveness of the rules without altering their overall intent.

These rules are as follows:

Kick Out Mark – Play on Immediately

- i. (a) A player who makes a Kick Out Mark may play on immediately and, in this circumstance, the player may not be challenged within four metres of the position from where the Kick Out Mark is made (Current rule: the player may not be challenged for the ball until the player 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)
- (b) If the player who makes a Kick Out Mark is illegally challenged, within four metres of the position from where the Kick Out Mark is made, a free kick shall be awarded 50m more advantageous than the place of the original mark – up to opponents' 13m line (Current rule: if the Player is illegally challenged, a free kick is awarded to the player's team from the point at which the challenge is made).

Advanced Mark – Play on Immediately

- ii. An advantage has accrued for an Advanced Mark if the player plays on immediately and scores a goal or a point (Current new rule: for the 'Play on immediately - Advanced Mark' the referee must determine if an advantage has accrued).

Two Point Score – delete word 'directly'

- iii. Currently the Rule states that two points are scored when the ball is played directly over the crossbar between the posts (whether from a free kick, Solo and Go, or from general play), having been kicked by a player who has at least one foot on or outside the 40m arc and without the ball having been touched by any other player.
The recommendation is to delete the word 'directly', as in some case the ball may not go over directly and only one point will be awarded. For example, if the ball hit the post, but still went over the bar and between the posts -the intent is that this will receive two points.

Dissent – Team Officials

- iv. The current new rule for Dissent by Team Officials covers all of the categories in RULES OF CONTROL: RULE 5 – MISCONDUCT AT GAMES BY TEAM OFFICIALS. For example, if a Team Official (e.g. Maor Uisce) made "an unauthorised incursion onto the Field of Play" this would warrant a Yellow Card and a free kick on the offending team's 13m line. The intent of the new rule was to be focused on dissent by Team Officials. The proposed amendment lists the specific categories in Rule 5:

- (a) Category 1a.2 To challenge the authority of a Referee, Score Umpire, Line Umpire or Sideline Official;
- (b) Category 1a.3 To threaten or to use abusive or provocative language or gestures to an opposing player or team official; or
- (c) Category 1la.1 To use abusive language to a Referee, Score Umpire, Line Umpire or Sideline Official.
- (d) Category IVa (i) Minor physical interference with (e.g. laying a hand on, pushing, pulling or jostling) threatening or abusive conduct towards, or threatening language to, a Referee, Score Umpire, Line Umpire or Sideline Official.
- (e) Category Va Any type of assault on a Referee, Score Umpire, Line Umpire or Sideline Official .

A final adjustment to the associated penalty is that the free kick will be awarded on the offending team's 20m line (and not the 13m line), to align it with similar penalties.

RECOMMENDATION - 4

Following the decision at Comhdháil Speisialta (Motion 46 - Public Clock and Hooter) to introduce the Clock/Hooter system, the FRC acknowledges the overwhelmingly positive impact it has had. The system has received broad support from key stakeholders, including the National Referees Panel, and has delivered significant benefits, particularly in enhancing clarity and transparency in timekeeping while also addressing concerns regarding time-wasting tactics when a player has been black-carded. However, we recognise that some issues have arisen regarding the conclusion of games.

The FRC remains committed to ensuring the successful implementation of the Clock/Hooter system, as adopted by Comhdháil Speisialta, and will continue to monitor its impact to refine and improve its application. In this regard, the FRC recommends that Central Council adopt the recent proposal from the Central Competitions Control Committee (CCCC) to end the game as follows:

- After the hooter sounds, the end of the first half or full time is signalled by the referee on the next occasion that the ball goes out of play for a score, for a wide or for a sideline kick. If a 45 has been awarded but not taken, before the hooter sounds, the free kick can be taken and, if it results in a score, without any other player touching the ball, that score shall be awarded.
- If a penalty has been awarded but not taken, before the hooter sounds, the penalty can be taken, and if it results in a score, that score shall be awarded, provided no one apart from the goalkeeper has touched the ball after the penalty kick has been taken.
- If the ball is already out of play following a score, a wide or for a sideline kick when the hooter sounds, the Referee shall signal the end of playing time on the sounding of the hooter.

NEXT STEPS

The findings of the FRC Benefits Realisation Framework have been compiled into this report which is:

Step 1: Submitted to the Standing Committee on Playing Rules (SCPR) to assist in their review of the effectiveness and overall impact of these rule enhancements.

Step 2: The SCPR can make recommendations to An Coiste Bainistíochta (The Management Committee) who will in turn, if required:

Step 3: Submit a motion for the consideration of Ard Chomhairle (Central Council) who can rescind or amend any Rule changes made by last November's Special Congress.

Following conclusion of the 2025 Inter County competitions the FRC will present a Final Report with proposals that will again be discussed and considered on 4th October 2025 by An Comhdháil Speisialta (Special Congress), the supreme authority within the GAA, for ratification to come into effect as a permanent rule change in 2026.

In the interim, the Football Review Committee will continue to liaise with the Standing Committee on Playing Rules and report to Ard Chomhairle (Central Council), the supreme governing body of the Association between Congresses.

CONCLUSION

The FRC recommendations for amendments and adjustments to the new rules are based on the recent reviews and feedback received. The objective of these recommended changes is to maintain the balance between tradition and modern tactical innovations in Gaelic Football, while ensuring the game remains exciting and dynamic for players and entertaining for spectators.

The FRC expresses its sincere thanks to all those who continue to contribute to the online surveys and to the many stakeholders who continue to inspire our efforts. Your collective input is vital in helping us all realise the Association's vision of making Gaelic Games *"the most enjoyable amateur sport in the world to play and watch."*

Ní neart go cur le Chéile - There's no strength without unity.



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BENEFIT REALISATION ASSESSMENT OF NEW RULES - 2025 NFL ROUNDS 1 TO 5










LEGEND

Recommend no change to the Rule 

Recommend amendment to Rule 

Recommend rescind Rule 

SUMMARY TABLE


| | RAG | RULE | RAG |
|-----------------|---|-----------------|---|
| 1 V 1 THROW UPS |  | BLACK CARD |  |
| KICK OUT |  | DELAY FOULS |  |
| GOALKEEPER |  | ADVANTAGE |  |
| 3/3 STRUCTURE |  | DISSENT |  |
| SOLO AND GO |  | CAPTAINS |  |
| SCORING SYSTEM |  | CLOCK & HOOTER |  |
| ADVANCED MARK |  | PITCH MARKINGS |  |
| | | LINE UMPIRE |  |
| | | CROSSING A LINE |  |

RULES OF SPECIFICATION – INDIVIDUAL RULE ASSESSMENT


RULE 1 – THE FIELD OF PLAY

| Rule | FRC Comment | RAG |
|--|---|-----|
| <p>1.2 (i) At distances of 13m, 20m, 45m and 65m (Hurling) from each</p> <p>The midline of the field of play shall be marked parallel to the endlines and shall have a length of 10m in the centre of the pitch. In addition, lines of 5m in length shall be marked out from the 10m midline, at intervals of 5m across the field parallel to the endline. The intersections of these dashed lines with the sideline shall be marked by flags.</p> <p>Boundary lines are part of the field of play.</p> <p>(ii) All lines on the field of play shall be 90 mm ± 13mm wide. All line shall be marked in white with a suitable marking material.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>1.5 A semi-circular arc of 13m radius, centered on the mid-point of the 20m line, shall be marked outside of each 20m line.</p> <p>A semi-circular arc of 40m centered on the mid-point of the goal line, shall be marked outside of each 20m line for Football.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |

RULE 2 – THE PLAYERS

| Rule | FRC Comment | RAG |
|--|--|---|
| <p>2.1 A team shall consist of fifteen players - a goalkeeper and fourteen outfield players.</p> <p>Exception:</p> <ul style="list-style-type: none">(i) A County Committee may reduce the number for non-Championship games.(ii) As provided for in 2.2 below. | <p>The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements.</p> |  |

RULE 3 – TIME

| Rule | FRC Comment | RAG |
|--|--|---|
| <p>3.2 The playing time shall consist of two periods of thirty minutes each, but time shall be added on in each period for incidental or deliberate delays. This shall be termed 'Normal Time'.</p> <p>Exception:</p> <ul style="list-style-type: none"> (i) In Inter-County Senior Championship, National League, Subsidiary Competition and Tournament games, the playing time shall consist of two periods of 35 minutes each. (ii) The playing time may be reduced by local Bye-Laws for Under 15 or younger games. <p>Where a public clock and a hooter are available, they shall be used, subject to Regulations issued by the Central Council.</p> | <p>The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements.</p> |  |

RULE 4 – EQUIPMENT


No rule amendments

RULES OF CONTROL – INDIVIDUAL RULE ASSESSMENT


RULE 1 – CONTROL OF THE GAMES – MATCH OFFICIALS

| Rule | FRC Comment | RAG |
|---|---|-----|
| <p>1.2 Duties of a Referee</p> <p>vi) To record playing time, and to extend time in each half for deliberate or incidental delay or to allow for a free – awarded before time had expired – to be taken. Should the defending team commit a further foul before the referee whistles for full-time, the Referee shall further extend the time to permit an additional free to be taken, from which a score can be made, provided no other player of the side taking the free touches the ball.</p> <p>Where a public clock and hooter are in use, the referee shall signal</p> <p>(a) when the clock should be stopped, by crossing both hands overhead and blowing the whistle.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>1.2 Duties of a Referee</p> <p>(xii) In Gaelic Football, to signal a one point score, by extending one arm above the head and to signal a two point score by extending both arms above the head.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>1.3 Commencing Play</p> <p>(i) (a) Hurling</p> <p>The Referee shall toss a coin for choice of ends in the presence of the team captains. This procedure shall be repeated for Extra Time, where played.</p> <p>(b) Gaelic Football</p> <p>The Referee shall toss a coin in the presence of the team captains. The team which wins the coin toss will choose ends; the other team will choose which sideline their player will stand on for the throw in. Teams will change ends and the sidelines on which their players are positioned for the throw at the start of the second half.</p> <p>(ii) (a) Hurling</p> <p>Two Players from each team shall stand one behind the other on their own defensive side of the halfway line, and shall face the referee, for the throw in. The other Players shall be in their respective positions behind the 45m line.</p> <p>(b) Gaelic Football</p> <p>One Player from each team shall stand on their own defensive side of the 10m dashed halfway line, and shall face the referee, for the throw-in. A second player on each team shall be positioned on opposite sidelines, centred on the sideline and facing the players contesting the throw-in. These players will swap sides for start of the second half. The other players shall be in their respective positions behind the 45m line.</p> <p>This procedure shall be repeated for Extra Time, where played.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |

RULE 2 – SCORE UMPIRES

| Rule | FRC Comment | RAG |
|--|---|---|
| 2.2 Duties of a Score Umpire (i) (c) A score by raising a green flag for a goal or a white flag for a point in either Code or an orange flag to signal a two-point score in Gaelic Football, after the referee has awarded it by raising two arms above their head. | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. |  |

RULE 3 – LINE UMPIRES

| Rule | FRC Comment | RAG |
|--|--|---|
| <p>3.1 Duties of a Line Umpire</p> <p>(v) The Line Umpires, where neutral, shall bring to the attention of the Referee, any instances of foul play; or unauthorised incursions onto the field of play or other infraction of Rule by a team official, which have not been noticed by the Referee, by raising their flag.</p> <p>They may also assist in determining -</p> <p>(i) The validity of a score.</p> <p>and in Football:</p> <p>(ii) An infraction of Playing Rules 1.11, 4.34, 4.35 or 4.36.</p> <p>(iii) The validity of an Advanced Mark.</p> | <p>The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements.</p> |  |

RULE 4 – SIDELINE OFFICIAL

No rule amendments

RULE 5 – MISCONDUCT AT GAMES BY TEAM OFFICIALS

| Rule | FRC Comment | RAG |
|--|--|-------------|
| <p>Penalty on the day for the above categories IIa, IIIa, IVa, and Va infractions: Order offender from the Pitch Enclosure by showing the offender a Red Card. The offender is debarred from the Pitch Enclosure for the remainder of the Game, including any Extra Time, when played, and the offender may not be replaced.</p> <p>In Football, in addition to the above penalties, the team of the official shall be penalised as follows: A free kick on the offending team's 13m line at the centre of the scoring space or, at the option of the free taker, a free kick from the apex of the 40m arc. Where the latter option is availed of, two points shall be awarded for a score from such a free kick where the ball crosses the crossbar between the posts.</p> | <p>The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements.</p> | <div></div> |

RULE 6 – LIMITATION OF LEGAL LIABILITY

No rule amendments

THE PLAYING RULES OF GAELIC FOOTBALL

RULE OF FAIR PLAY – INDIVIDUAL RULE ASSESSMENT


RULE 1 – THE PLAY

| Rule | FRC Comment | RAG |
|---|---|-----|
| 1.11 The Goalkeeper may only receive the ball from a teammate: (a) Inside the large rectangle when both the goalkeeper and the teammate passing the ball are inside the large rectangle; or (b) when the goalkeeper is in the opposition half of the field. | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| 1.12 The team captain, or a nominated deputy if the captain is the goalkeeper or is no longer on the field, are the only players who may speak to the referee to seek clarification of a decision made by the referee and such clarification may only be sought during a break in play. | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |




RULE 2 – SET PLAY

| Rule | FRC Comment | RAG |
|---|---|-----|
| 2.1 The Referee, facing the players, starts the game and re-starts it after half-time, by throwing the ball between one player from each team, in their own defensive sides of the half-way line. A second Player from each team shall stand on opposite sidelines at the halfway line. The second players shall swap sidelines for the 2nd half throw-in. All other players shall be in their respective positions behind the 45m lines. | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| 2.2 After a foul, play is restarted by a free kick or a throw-in (as specified in Rule) where the foul(s) occurred. Exceptions: (c) The player taking the free may choose to take the free kick from outside the 40m arc though the application of this Rule would otherwise result in a free kick from inside the 40m arc. (iv) Where otherwise specified in penalties listed in - Rule 4 - Infractions 14,15,16 (a) and (b),17,18, 26,28,29,30,33,34 and 36; Rule 5 - Infractions 4, 41 and 42; | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| 2.5 (a) A free kick, other than a penalty kick or a 45m free kick as prescribed in Rule 2.8, or a free kick awarded for a Mark, may be taken from the hands or from the ground or by means of a Solo and Go. A player having indicated their option to the referee shall not be permitted to change that decision. (b) The ball shall be stationary when a free kick is taken from the ground. (c) Where a Solo and Go is availed of, it must be taken from a position within four metres of where the foul has occurred and must be taken immediately after the free has been awarded and without undue delay unless the referee has stopped play for any purpose such as to allow for attention to be given to an injured player or to deal with a disciplinary issue. The ball must not travel backwards. A player taking a Solo and Go may not be challenged within four metres of the position where the Solo and Go was taken. A Solo and Go may not be taken within the opposition 20m line. Where a Solo and Go is not taken immediately, the free must be taken from the hands or from the ground, at the point where the foul occurred. | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |


| Rule | FRC Comment | RAG |
|---|---|-----|
| <p>2.6 With the Referee's consent, a free kick may be taken immediately.</p> <p>Exceptions:</p> <ul style="list-style-type: none"> i. A penalty kick and a free kick awarded to a team from their opponents' 13m line. ii. A player taking a Solo and Go does not require the Referee's consent unless the Referee has stopped play for any purpose such as to allow for attention to be given to an injured player or to deal with a disciplinary issue. | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>2.7 (a) When the ball is played over the end-line by the Team attacking that end, or after a score is made, play is restarted by a kick-out off the ground from the center point of the 20m line and shall be kicked forward.</p> <p>If the goalkeeper is not taking the kick-out, the goalkeeper shall stay in the small rectangle. The player taking the kick-out may play the ball more than once before any other player touches it but may not take the ball into the hands.</p> <p>Other players may remain inside the 20 m line and the 40m Arc but shall be at least 13m from the ball until it is kicked. Players may not impede or interfere with the goalkeeper, or another opposition player, taking the kick-out.</p> <p>The ball shall travel outside the 40m Arc before being played by another player of the defending team.</p> <p>(b) The Player taking the kick-out after the ball goes wide or a score shall have the option of using a standard tee as approved by Central Council.</p> <p>(c) A player in direct receipt of their kick-out may not pass the ball to their team's goalkeeper, or the Player taking the kick-out, without another player playing the ball.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |

| Rule | FRC Comment | RAG |
|--|--|---|
| <p>2.12 Mark The referee shall award a Mark, in either of the following circumstances:</p> <p>(i) A Kick-Out Mark - When the player catches the ball cleanly from a kick-out, without it touching the ground, on or past the 45m line nearest the kick-out point.</p> <p>or</p> <p>(ii) An Advanced Mark - When a player catches the ball cleanly on or inside the 20m line from a kick in play or from a kick-out mark delivered by an attacking player on or beyond the opposing team's 45m line, and without it touching the ground.</p> <p>The following procedures shall apply:</p> <p>(a) Free Kick The player shall signify to the Referee if the player is availing of the free kick by immediately raising an arm upright and that player then taking the kick from the hands. The free kick shall be taken from the point where the Mark is awarded except in the case of a Mark awarded to an attacking team inside a 13m line when the free shall be taken from the point on the 13m line directly in line with where the Mark is awarded.</p> <p>Once the player indicates the player is taking the 'Mark', the Referee shall allow up to fifteen seconds for the player to take the kick. If the player delays longer than fifteen seconds, the Referee shall cancel the 'Mark' and throw in the ball between a player from each side.</p> <p>Once the player indicates they are taking the 'Mark', the opposing players must retreat 13m to allow the player space to take the kick. If an opposing player deliberately blocks or attempts to block the kick within 13m, or if an opposing player impedes the player while the player is taking the kick, the Referee shall penalise the opposing team by bringing the ball forward 50m, up to opponents' 13m line.</p> <p>If the Referee determines that the player who makes the Mark has been injured in the process and is unable to take the kick, the Referee shall direct the player's nearest team-mate to take the kick, but this may only be allowed in exceptional circumstances. A score may be made from a free awarded for a Mark.</p> <p>(b) Play on immediately – Kick Out Mark</p> <p>(i) A player who makes a Kick Out Mark may play on immediately and, in this circumstance, the player may not be challenged for the ball until the player 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.</p> <p>(ii) If the Player is illegally challenged, a free kick shall be awarded to the player's team from the point at which the challenge is made, and this free kick may be taken by any player on that team.</p> <p>(c) Play on immediately - Advanced Mark A player who makes an Advanced Mark may play on immediately. The Referee may allow the play to continue if the Referee considers that this presents the potential of an advantage to the team of the player awarded the Mark. A player who is permitted to play on may be immediately challenged for the ball.</p> <p>The Referee shall signal that the Mark has been awarded and that advantage is being allowed to accrue by raising an arm upright and shall allow the advantage to run by maintaining that arm in the upright position until it becomes clear that no advantage has accrued.</p> <p>If the referee deems that a clear advantage has accrued to the team of the player awarded the Mark, the advantage ends and the referee will indicate that by saying "advantage over", lowering their arm and allowing play to continue as normal.</p> <p>If the referee deems that no advantage is accruing to the team of the player awarded the Mark, the referee</p> | <p>(b) If the player who makes a Kick Out Mark is illegally challenged, within four metres of the position from where the Kick Out Mark is made, a free kick shall be awarded 50m more advantageous than the place of the original mark – up to opponents' 13m line (Current rule: if the Player is illegally challenged, a free kick is awarded to the player's team from the point at which the challenge is made).</p> <p>Advanced Mark – Play on Immediately An advantage has accrued for an Advanced Mark if the player plays on immediately and scores a goal or a point (Current new rule: for the 'Play on immediately - Advanced Mark' the referee must determine if an advantage has accrued).</p> |  |

| Rule | FRC Comment | RAG |
|---|-------------|-----|
| <p>2.12 Mark - continued</p> <p>will indicate that by saying “no advantage gained” and will take the ball back to the point of the Mark.</p> <p>If a player from the team of the player awarded the Mark commits a technical foul before they have accrued an advantage, the referee will stop play and allow the Mark to be taken from its original position.</p> <p>If a player from either team commits an aggressive foul before advantage has accrued, the referee will apply the penalty for that subsequent aggressive foul.</p> <p>Advantage shall not be applied if the referee suspects that a playe is seriously injured. The referee shall apply all other relevant disciplinary action even when advantage is being allowed.</p> | | |

| Rule | FRC Comment | RAG |
|---|--|---|
| <p>2.13 When a Foul is committed, the Referee may allow the play to continue if the Referee considers that this presents the potential of a goal scoring opportunity or another advantage to the team offended.</p> <p>The Referee shall signal that advantage by raising an arm upright and shall allow the advantage to run by maintaining that arm in the upright position until it becomes clear that no advantage has accrued.</p> <p>If the referee deems that a clear advantage has accrued to the team offended, the advantage ends and the referee will indicate that by saying “advantage over”, lowering their arm and allowing play to continue as normal.</p> <p>If the referee deems that no advantage is accruing to the team offended, the referee will indicate that by saying “no advantage gained” and will take the ball back to the point of the infraction.</p> <p>If a player from the team offended commits a technical foul before they have accrued an advantage, the referee will stop play and apply the penalty for the first infringement.</p> <p>If a player from the team offended commits an aggressive foul before they have accrued an advantage, the referee will apply the penalty for that subsequent aggressive foul.</p> <p>If a player from the team which has committed the foul commits another foul when the advantage is ongoing, the free will be awarded from the more favourable position to the team offended of the location of the two fouls.</p> <p>Advantage shall not be applied if the referee suspects that a player is seriously injured.</p> <p>The referee shall apply all other relevant disciplinary action even when advantage is being allowed.</p> | <p>The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements.</p> |  |
| <p>2.14 During play, a team must have at least three outfield players on each side of the half-way line.</p> <p>Exceptions: Where the number of players on a team is reduced below fifteen, the number of players that team is required to keep on each side of the half-way line is reduced accordingly e.g. if there are fourteen players on the team, it must have at least two outfield players on each side of the half-way line.</p> | <p>During play, a team must have at least four players (which may include the goalkeeper) in their half of the field and at least three outfield players in the opposition half of the field.</p> <p>Exception: A breach of this Rule does not occur where the player(s) who would otherwise cause the breach</p> <ul style="list-style-type: none"> (a) have done so unintentionally (b) are within 4m of the half way line (c) are not interfering with play, (d) are not interfering with an opponent, and (e) are not gaining an advantage. |  |
| <p>2.15 Unless stated otherwise, where a Rule requires a player to be inside or outside a particular line on the Field of Play, the player is required to have both feet inside or outside the line, as appropriate.</p> | <p>The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements.</p> |  |

RULE 3 – SCORES

| Rule | FRC Comment | RAG |
|--|--|---|
| <p>3.1 A goal is scored when the ball is played over the goal-line between the posts and under the crossbar by either team.</p> <p>A point is scored when the ball is played over the crossbar between the posts by either team, inside the 40m arc or inside the 20m line. Two points are scored when the ball is played directly over the crossbar between the posts (whether from a free kick, Solo and Go, or from general play), having been kicked by a player who has at least one foot on or outside the 40m arc and without the ball having been touched by any other player.</p> <p>Exceptions: When the ball is played over the crossbar between the posts from a 45, one point is awarded. A goal is equivalent to three points. The team with the greater final total of points is the winner.</p> | <p>The recommendation is to delete the word 'directly', as in some cases the ball may not go over directly and only one point will be awarded. For example, if the ball hit the post, but still went over the bar and between the posts - the intent is that this will receive two points.</p> |  |

RULE OF FOUL PLAY - INDIVIDUAL RULE ASSESSMENT

RULE 4 – TECHNICAL FOULS

| Rule | FRC Comment | RAG |
|---|---|-----|
| <p>4.11 (a) For a player on the team awarded a free kick or a sideline kick to be less than 13m from the ball before it is kicked, except where the free kick is being taken immediately, with the Referee's consent, or by means of a Solo and Go.</p> <p>(b) For a player on the team awarded a penalty kick to be inside the 20m line or the 20m arc before the ball is kicked.</p> <p>Penalty for the above - Free kick from where the foul occurred except as provided under Exceptions of Rule 2.2.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>4.15 (a) For a player on the team defending a penalty kick, with the exception of the goalkeeper, to be inside the 20m line or the 20m arc before the kick is taken.</p> <p>(b) For the goalkeeper defending a penalty kick to move nearer than 11m before the kick is taken.</p> <p>Penalty - If a goal is not scored, the referee shall allow the penalty kick to be retaken. (Note: See Central Council interpretation of "shall allow" after Rule 2.4.)</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>4.16 (a) For an opposing player to be less than 13m from the ball before a free kick or a sideline kick is taken, except where the free kick is being taken immediately, with the Referee's consent, or by means of a Solo and Go.</p> <p>Penalty - Free kick 13m more advantageous than place of original kick - up to opponents' 13m line.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>4.17 To delay an opponent taking a free kick or sideline kick by:</p> <p>(a) Hitting or kicking the ball away; or not "handing over" the ball (i.e. giving the ball directly to the nearest opposition player, or the player fouled, in a prompt and respectful manner).</p> <p>(b) Not releasing the ball to the opposition, or</p> <p>(c) Deliberately not moving back to allow a quick free or Solo and Go to be taken.</p> <p>Penalty for the above fouls - Free kick 50m in the direction of the goal posts to a more advantageous position than the original kick – up to opponents' 13m line. However, the opponents of the team conceding the foul may take a free kick from outside the 40m arc though the application of this Rule would otherwise result in a free kick from inside the 40m arc.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |

| Rule | FRC Comment | RAG |
|--|---|-----|
| <p>4.18 To interfere with a player taking a freekick, sideline kick or kickout by jumping up and down, waving hands, or any other physical or verbal interference considered by the referee to be aimed at distracting the player taking the kick.</p> <p>Exception - A player holding their hands upright shall not constitute an interference.</p> <p>Penalty for the above fouls - Free kick 50m in the direction of the goal posts to a more advantageous position than the original kick – up to opponents’ 13m line. However, the opponents of the team conceding the foul may take a free kick from outside the 40m arc though the application of this Rule would otherwise result in a free kick from inside the 40m arc.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>4.19 For a player to be less than 13m from the ball, before a kick-out.</p> <p>Penalty - a free kick from where the foul occurred.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>4.26 For a player taking a kick-out to take the ball into the hand(s) before another player has played it.</p> <p>Penalty for the above foul – (i) Cancel kick-out. (ii) Free kick on defenders’ 13m line in front of scoring space.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>4.27 For another player on the team taking a kick-out to play the ball before it has travelled outside the 40m arc.</p> <p>Penalty - A free kick from where the foul occurred.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>4.28 To waste time by delaying own kick-out .</p> <p>Penalty for the above fouls – (i) Cancel kick-out. (ii) Free kick on defenders’ 13m line in front of scoring space.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>4.30 A player in direct receipt of a kick-out may not pass the ball to their team’s goalkeeper or other player who took the kick-out without another player playing the ball.</p> <p>Penalty for the above foul – A free kick from the position the goalkeeper or other player who took the kick-out receives the pass, or if the goalkeeper or other player who took the kick-out is inside the 13m line (whether the player is inside the small rectangle or not) when in receipt of the pass, the free shall be from the 13m line opposite where the foul occurred.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>4.31 For a player(s) from each team to foul simultaneously.</p> <p>Penalty - Throw in the ball where the fouls occurred except as provided in Exceptions (v) and (vi) of Rule 2.2.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |

| Rule | FRC Comment | RAG |
|---|---|-----|
| <p>4.34 For a goalkeeper to receive the ball by a pass</p> <p>(a) From a teammate, when the goalkeeper is outside the large rectangle and in their own half of the field;</p> <p>(b) From a teammate, while the goalkeeper is inside the large rectangle, unless it has been played into the large rectangle by an opposing player.</p> <p>Penalty A free kick from the position the goalkeeper receives the pass, or if the goalkeeper is inside the 13m line (whether the player making the pass is inside the small rectangle or not) when in receipt of the pass, the free will be from the 13m line opposite where the foul occurred.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>4.35 To commit a breach of Rule 2.14 (Set Play) in the act of carrying, receiving or intercepting the ball, or attempting to do so, and leaving less than three outfield players on either side of the half-way line.</p> <p>Penalty Free kick from the place where the player crossed the half-way line</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>4.36 To commit a breach of Rule 2.14 (Set Play) other than in the circumstances outlined in Rule 4.35.</p> <p>Penalty Free kick from the centre point of the offending team's 20m line. However, the opponents of the team conceding the foul may take a free kick from any point outside the 40m arc.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>4.37 To challenge a player taking a Solo and Go (immediately after the free has been awarded) within four metres of the position from where the Solo and Go is taken.</p> <p>Penalty Free kick 50m more advantageous than the place of the original kick – up to opponents' 13m line. The player taking the free may choose to take the free kick from outside the 40m arc though the application of this Rule would otherwise result in a free kick from inside the 40m arc.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>4.38 For a player to take a Solo and Go having indicated to the referee that they were going to take a free kick.</p> <p>Penalty Free kick from where the Solo and Go was taken.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>4.39 For a player to play a ball backwards from a Solo and Go.</p> <p>Penalty Free kick from where the Solo and Go was taken.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |

RULE 5 – AGGRESSIVE FOULS

| Rule | FRC Comment | RAG |
|--|---|-----|
| <p>Category II Infractions – Cynical Behaviour</p> <p>5.13 To deliberately prevent or restrict, or to attempt to prevent or restrict, an opponent from moving or from playing the ball, by holding up an opponent.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>Category II Infractions – Cynical Behaviour</p> <p>5.14 To contribute to a melee by being the third or subsequent player into a melee except where that player enters the melee and solely engages in the removal of a team-mate.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>Category III Infractions</p> <p>5.20 To spit at an opponent.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>Category IV Infractions</p> <p>5.28 To inflict an injury recklessly on an opponent by means other than those stated above.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>Category IV Infractions</p> <p>5.29 To use abusive language to a Referee, Score Umpire, Line Umpire or Sideline Official.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>Other Provisions</p> <p>5.40 When an Aggressive Foul is drawn to the Referee's attention by a Score Umpire, Line Umpire or Sideline Official, the Referee may apply the appropriate penalty as per Rule 5, and shall restart play as per Rule 2</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>5.41 This Rule applies only to Inter-County Senior, Under 20, Minor (Under 17) and Junior Competitions/ Games.</p> <p>Notwithstanding provisions of existing Playing Rules 2.2 Exception (i), 2.13 and 5, if one of the following infractions-</p> <p>(a) To deliberately pull down an opponent (5.10) or</p> <p>(b) To deliberately prevent or restrict, or to attempt to prevent or restrict, an opponent from moving or from playing the ball, by holding up an opponent.(5.13) or</p> <p>(c) To deliberately trip an opponent with hand(s), arm, leg or foot (5.11) or</p> <p>(d) To deliberately collide with an opponent after the opponent has played the ball away or for the purpose of taking the opponent out of the movement of play (5.12) is committed on an attacking player who, or in the case of a Rule 5.12 Infraction the player's team, is denied of a goal-scoring opportunity, as defined in Important Terms and Definitions 9, the following penalties shall apply:</p> <p>(i) A Penalty Kick shall be awarded to the team affected.</p> <p>(ii) The offender shall be issued with a Black Card and be sent to the Sin Bin for ten minutes.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| <p>5.42 Notwithstanding any other provision in these Rules, where a foul is committed for the purpose of delaying play, the penalty shall, (in addition to being cautioned or ordered off, where appropriate) be a free kick 50m more advantageous than the position where the foul occurred – up to the opponent's 13m line. However, the opponents of the team conceding the foul may</p> <p>(a) Take a free kick from the place where the foul occurred</p> <p>(b) Take a Solo and Go, immediately, from that position</p> <p>(c) Take a free kick from outside the 40m arc though the application of this Rule would otherwise result in a free kick from inside the 40m arc</p> <p>The referee shall signal this penalty by extending either arm sideways.</p> | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |

RULE 6 – DISSENT

| Rule | FRC Comment | RAG |
|---|--|-----|
| <p>6.4 To show dissent with the Referee's decision to award a free to the opposing team.</p> <p>Penalty - The free kick already awarded shall be taken from a place 50m more advantageous than the place of original kick – up to opponents' 13m line. The player taking the free may choose to take the free kick from outside the 40m arc though the application of this Rule would otherwise result in a free kick from inside the 40m arc. Further dissent on an occasion shall be considered as a breach of Rule 6.1 and shall be penalised accordingly.</p> <p>Additional penalty at Under 18 or younger grades – Order the offender off for ten minutes in the Sin Bin by showing the offender a Black Card. The offending player can be replaced immediately by a Temporary Substitute for the duration of the ten minutes. In these circumstances, the following acts shall not count as substitutions under Rule 2.3 (i) and (ii), Rules of Specification:</p> <p>(1) The use of the Temporary Substitute for a player instructed to leave the field.</p> <p>(2) The return to the field of play of the player who was ordered off as a direct replacement for the Temporary Substitute.</p> <p>(3) The return to the field of play of the player who was ordered off as a replacement for any other player if the Temporary Substitute has previously been sent off or substituted.</p> | <p>The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements.</p> | ● |
| <p>6.7 For a Team Official to commit a Misconduct at Games by Team Officials infraction contrary to Rules of Control – Rule 5.</p> <p>Penalty - A free kick on the offending team's 13m line at the centre of the scoring space or, at the option of the free taker, a free kick from the apex of the 40m arc. Where the latter option is availed of, two points shall be awarded for a score from such a free kick where the ball crosses the crossbar between the posts.</p> | <p>For a Team Official to commit one of the following Misconduct at Games by Team Officials infractions contrary to Rules of Control – Rule 5:</p> <p>(a) Category 1a.2 To challenge the authority of a Referee, Score Umpire, Line Umpire or Sideline Official;</p> <p>(b) Category 1a.3 To threaten or to use abusive or provocative language or gestures to an opposing player or team official; or</p> <p>(c) Category 1la.1 To use abusive language to a Referee, Score Umpire, Line Umpire or Sideline Official.</p> <p>(d) Category IVa (i) Minor physical interference with (e.g. laying a hand on, pushing, pulling or jostling) threatening or abusive conduct towards, or threatening language to, a Referee, Score Umpire, Line Umpire or Sideline Official.</p> <p>(e) Category Va Any type of assault on a Referee, Score Umpire, Line Umpire or Sideline Official.</p> <p>Penalty - A free kick on the offending team's 20m line at the centre of the scoring space or, at the option of the free taker, a free kick from the apex of the 40m arc. Where the latter option is availed of, two points shall be awarded for a score from such a free kick where the ball crosses the crossbar between the posts.</p> | ● |
| <p>6.8 For a player who is not the team captain, or a nominated deputy to speak to the referee to seek clarification of a decision made by the referee or for such request for clarification to be made ther than during a break in play.</p> <p>Penalty - A free kick from a place 50m more advantageous than the position where the foul occurred – up to the opponent's 13m line. The player taking the free may choose to take the free kick from outside the 40m arc though the application of this Rule would otherwise result in a free kick from inside the 40m arc.</p> | | ● |

IMPORTANT TERMS AND CONDITIONS – FOOTBALL AND HURLING

| Rule | FRC Comment | RAG |
|--|---|-----|
| 14. OUTFIELD PLAYER Any player other than the goalkeeper. | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| 17. PASS (Football) A player may pass the ball by means of (i) A Kick (ii) A Handpass (iii) Directing the ball to a team-mate by striking it with the hand(s) or any other part of the body. | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |
| 21. SOLO AND GO To take a free kick, immediately, by executing a Toe-Tap and playing on. (Football only) | The Benefits Realisation Framework currently indicates that this rule is translating into real and measurable improvements. | ● |

APPENDICES

EXPLORING ATTITUDES AND PERCEPTIONS OF FRC RULE ENHANCEMENTS IN GAELIC FOOTBALL

A REPORT TO FOOTBALL REVIEW COMMITTEE AFTER ALLIANZ NATIONAL FOOTBALL LEAGUE ROUND 5

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DR. PETER HORGAN, GAA

1. EXECUTIVE SUMMARY

The implementation of the rule enhancements in Gaelic football are likely to have far-reaching implications for how the game is played, coached, perceived, and officiated. Therefore, any changes can influence not only the performance of players and teams but also the engagement and enjoyment of coaches, referees, and spectators.

The present report summarises findings from two studies canvassing public opinion on the rule enhancements. The findings are presented in sequential order, beginning with the cohort study. Findings in the cohort study compare those opinions expressed through the survey prior to Round 1 of the Allianz National Football League (baseline) and those expressed after Round 5 of the league.

Key findings indicate that when asked about the overall view of Gaelic football as a spectator sport, using a 5-point scale, respondents scored Gaelic football higher following Round 5 than they did at baseline. Overall (responses moved from an average of just over 3.2 to close to 4), with the sample moving from an average score equating to 'fair', to an average score closer to 'good'. By any standards, that is a substantial change in a short period of time (8 weeks).

When participants were asked to what extent they thought that Gaelic football needed the proposed enhancements, data indicates that at baseline, the average response equated to 'quite needed', and that across time, this has changed little (a small decline from around 4.0 on average, to just below 3.9). Therefore, with time, there has been little variation in these responses.

Participants were also asked about how much more likely they would be to attend either a County or Club game. This question was not asked at baseline, given that the games had not begun, and therefore there would have been no basis upon which to have made this choice. For both Club and Inter County games, the first observations are that the variation on the vertical axis is small, but the direction of travel is positive (towards more likely).

For the public survey, the results are similar. When asked about their overall view of Gaelic football as a game to watch, those replying to the public survey reported higher levels of satisfaction with Gaelic football, as a game to watch. Equally, for questions related to the necessity for the rule enhancements, data indicates that there was little variation in the average score across time, with the average scores here indicate an opinion fluctuating between

moderately and quite needed. Finally, for the likelihood of attending a Club or Inter County game, there is little variation in the average response here: Club just over 3.2 compared to just over 3.4 and Inter County just above 3.3 at R1 to just below 3.6 at R5). However, the direction of travel is positive. Overall, participants report that Gaelic football is becoming a more enjoyable game to watch, and initial indications that the rules were needed, appear to remain.

2. BACKGROUND AND CONTEXT

This report is a summary of the responses to two studies, both conducted online. The first is what is known as a Cohort study, an on-going study using the same participants, week-on-week. The advantage of this is that changes in views or behaviours relating to Gaelic football can be mapped over time in the same sample. The second study is a parallel public study. Each week any follower of Gaelic football is free to submit to this public study. Here, there can be response variation based on the nature of the sample, as much as response variation based on observations of Gaelic football. The aim of the FRC has been to assess opinion, and develop plans and proposals with a view to ensuring that: Gaelic Games will be the most enjoyable amateur games in the world, to play and watch.

The terms of reference for the committee are set out previously in the initial FRC report. The terms of reference for the authors of this report were:

- To analyse and report findings from the survey responses across the Public and Cohort studies (questions with pre-designed and limited response options).
- To present these results in a clear, logical, and meaningful way.

The results of the Cohort and Public studies will be presented sequentially.

3. METHODOLOGY

Thus far, the Football Review Committee have employed surveys and a Delphi study in capturing stakeholder's thoughts, feelings, and proposals towards the development and implementation of rule enhancements for Gaelic football. For this phase of the implementation, it was proposed to continue with the research agenda, providing a structured and evidence-informed approach to understanding the effects of these rule enhancements over time.

3.1 Study Design

It was proposed to develop a two-pronged approach to this phase:

1. An online open access survey study

An open access online survey allows a wide range of participants to provide responses without requiring individual invitations. This online survey would be open for responses throughout the course of the Allianz National Football League.

This section of the study collected broad, one-time data, including demographics, initial knowledge, satisfaction, and feedback on rule changes, enabling researchers to understand the general opinions across a large group. As this phase was cross sectional in nature, it was not possible to track changes over time. Descriptive data was also gathered, which is useful for identifying widespread issues, opinions, or misunderstandings about the rules.

2. A prospective cohort study

A prospective cohort study is a study in which a group of participants (a cohort) are followed over time to observe outcomes. In this case, the outcomes related to the level of the satisfaction, knowledge, and understanding of the rule enhancements being implemented in Gaelic football among players, coaches, referees, spectators, and observers over the course of the National Football League.

This section of the study allowed for in-depth, repeated data collection, gathering information at multiple time points, enabling researchers to assess changes in satisfaction, knowledge, and understanding over time. This approach captured time-related relationships, such as how knowledge gained through exposure impacts satisfaction. It also provided predictive insights by identifying factors like educational sessions and match exposure that influence participants' adaptation to the rule enhancements.

By combining an open access survey with a prospective cohort study, it was intended to yield comprehensive insights. The open access survey was conducted to gather broad, immediate (at games, or immediately after watching a game, for example) feedback on the rule enhancements and identify key issues. Alongside this, a targeted group of stakeholders was followed over time in a prospective cohort study to assess changes in their knowledge, satisfaction, and understanding. This approach provides richer, longitudinal data that validates and builds on the survey results.

3.2 Participants

These results are based on responses given by an on-going cohort of participants (hereafter Cohort), and additionally, by the general public (hereafter Public).

3.2.1 Public Survey

Participant recruitment for the public online survey was conducted through a multi-faceted approach, leveraging social media and both online and traditional media promotions. Social media platforms were utilised to reach a broad audience, with posts designed to engage potential participants. Additionally, the survey was promoted through online forums and websites relevant to the survey topic, as well as through traditional media channels like newspapers and radio. The Public are an anonymous group who complete the survey when prompted on social media, or in match programmes (for example). Individuals in the Public study may (or may not) complete the survey at more than one time point, however, this would not be definitively known. This comprehensive strategy ensured a diverse and representative sample, maximising the reach and effectiveness of the recruitment efforts.

3.2.2 Cohort Study

Participant recruitment for the cohort study was efficiently conducted by leveraging a pool of individuals who had previously participated in an FRC related survey and had expressed interest in future research. These participants were contacted via email, with personalised invitations explaining the purpose of the new study and the importance of their continued involvement. The Cohort represents the strictest form of analysis – the same people followed over time. These are contacted week-on-week for their developing views. This approach ensured a high level of engagement and a pre-screened, motivated cohort, facilitating a smooth recruitment process and enhancing the study's overall reliability and validity.

3.3 DATA COLLECTION

3.3.1 Public Study

Data collection for the online public survey was conducted using Microsoft Forms, ensuring a user-friendly and accessible platform for participants. The survey was promoted through a multi-channel approach to maximise reach and engagement. Social media platforms such as were utilised to share the survey link, targeting relevant groups and communities. Additionally, the survey was advertised on GAA.ie and related Provincial and County websites. Traditional media channels, including newspapers and radio, were also employed to broaden the audience. To further enhance participation, QR codes linking to the survey were included in match programmes, allowing attendees to easily access and complete the survey using their mobile devices. This comprehensive promotion strategy ensured a diverse and representative sample for the study.

3.3.2 Cohort Study

Data collection for the cohort survey was conducted using Microsoft Forms, with survey links emailed to cohort members at two key time points: baseline (prior to the first round of the Allianz National Football League) and following the conclusion of each round of the league. The survey was designed to be accessible and user-friendly, ensuring ease of completion. Each survey link remained open for 60 hours, providing participants with ample time to respond. This approach allowed for the collection of both initial and follow-up data, enabling the assessment of changes in participants' knowledge, satisfaction, and understanding over the course of the league. The use of Microsoft Forms facilitated efficient data management and analysis, contributing to the robustness of the study's findings.

3.4 Data Analysis

The quantitative data were imported to SPSS, cleaned, and coded for analyses. For analyses additional to those directly permitted by the raw data, participants were re-coded according to the province which they reported to be from (responses to county of association) and the position of their county after Round 5 of the Allianz National Football League. This was to be able to assess provincial differences (if any), and to be able to examine differences in responses based on relative 'success' so far of their County. Accordingly, all quantitative data were assessed on five levels: overall level, provincial level, position in the Allianz NFL, role within the GAA, and age (all self-reported).

3.5 Presentation of Findings

The findings of this research are presented in a structured manner, firstly with those from the Cohort Study (Section 4) and subsequently from the Public Study (Section 5). Each of these sections begins with an overall view of Gaelic football as a spectator sport. This is followed by an analysis of the requirements for rule enhancements, the likelihood of attending a club or inter county game, and whether the rule enhancements have changed the game.

Results are initially presented for all respondents, providing a comprehensive overview. Subsequently, the data is disaggregated by key demographic and contextual factors, including age, role, county performance (as indicated by their place in the respective league table after Round 5), and province. This approach ensures a nuanced understanding of the findings, highlighting variations and trends across different segments of the population.

4. RESULTS – COHORT STUDY

The following sections reflect the results to date from the cohort study, with comparisons between responses from the cohort prior to the commencement of the Allianz National Football League (Baseline) and following the conclusion of Round 5.

4.1 Cohort Study Participants

A total of 1,207 participants signed up to be part of the Cohort. Their demographic details are displayed below (see Figure1). Results show in terms of role in the GAA (green font), around two-thirds were supporters or coaches/managers (as their ‘main’ self-reported role), in terms of age (blue font) over 70% were aged 31 to 60, and around two-thirds were from Ulster or Leinster (purple font).



Figure 1: Demographic details for the Cohort Study

4.2 OVERALL VIEW OF GAELIC FOOTBALL AS A SPECTATOR SPORT

Participants were asked about their view of Gaelic football as a game to watch, with responses provided along a 5-point scale which was scored: 1 = very poor; 2 = poor; 3 = fair; 4 = good; 5 = very good.

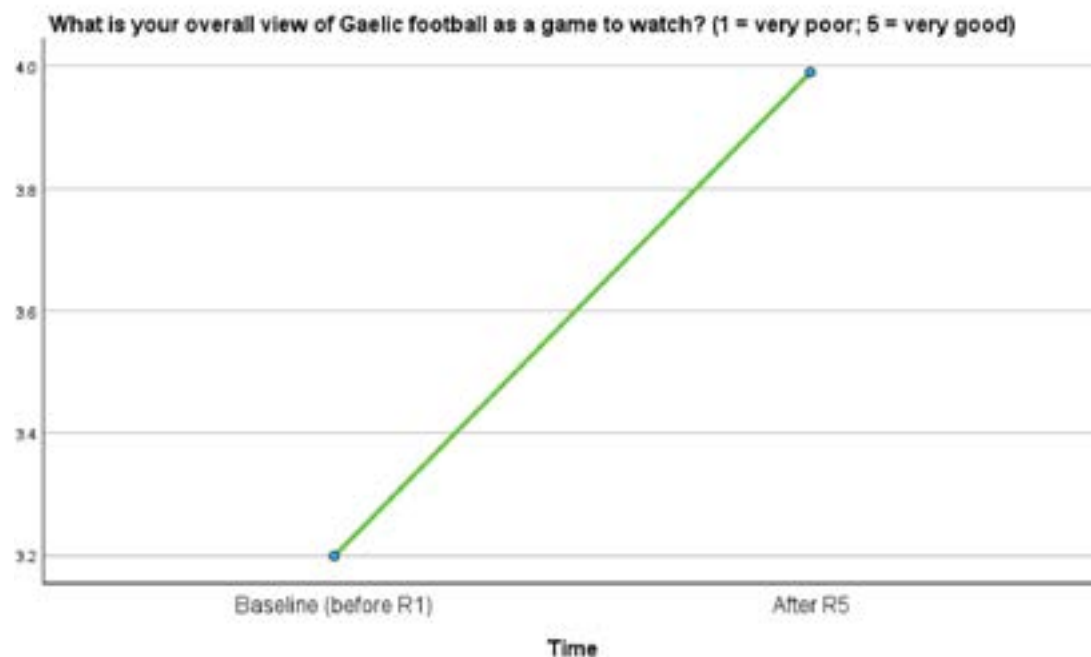


Figure 2: Comparison of Baseline Vs Week 5 Overall view of Gaelic football as a spectator sport

Overall, the direction of travel is positive (average of just over 3.2 to close to 4), with the sample moving from an average score equating to 'fair', to an average score closer to 'good'. By any standards, that is a substantial change in a short period of time (8 weeks). Below, these responses are fractured by age, role, county performance (place in respective league table after R5), and province.

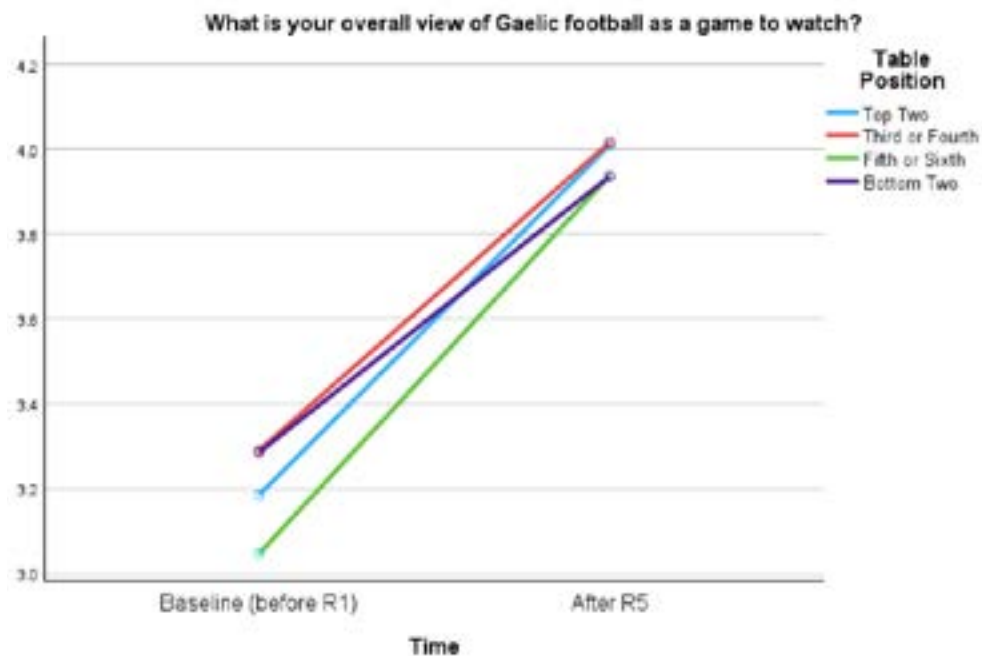


Figure 3: Comparison of Baseline Vs Week 5 Overall view of Gaelic football as a spectator sport according to position in the league table following Round 5.

The responses mirror the positive overall direction, with no indication that responses are driven by the performance of the participants' county team (lines increasing to roughly the same degree). At Baseline, and after R5, lowest satisfaction is reported by those whose county teams are in fifth or sixth place in their respective tables after five games. The magnitude of differences at both time points is small. Overall, this suggests that level of County success to date is not substantively impacting participants' views on football as a game to watch.

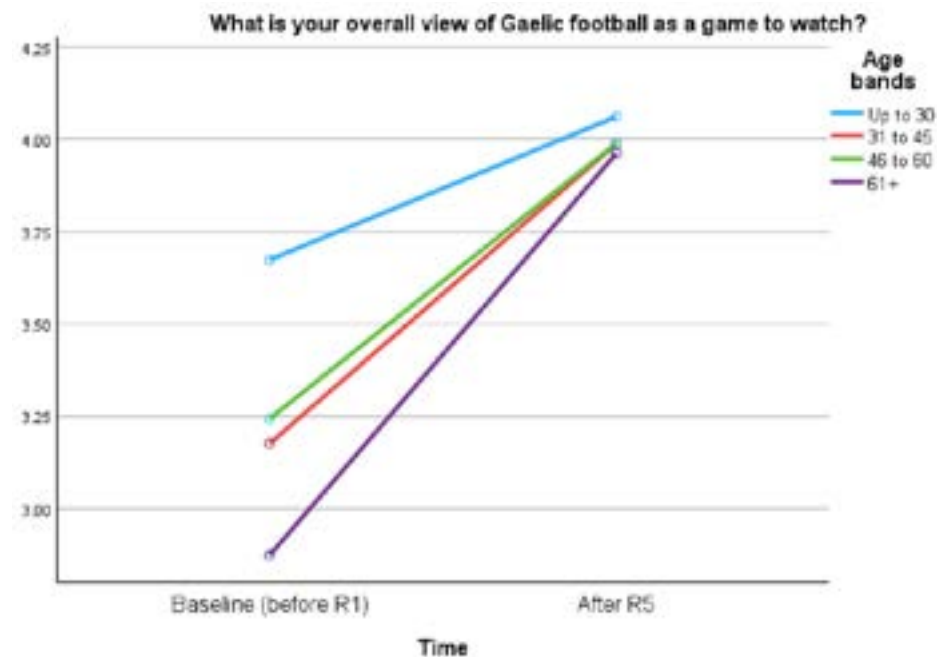


Figure 4: Comparison of Baseline Vs Week 5 Overall view of Gaelic football as a spectator sport according to the age of the respondent.

In the FRC report, greatest dissatisfaction with Gaelic football was reported by older participants. This is reaffirmed at baseline here. However, as is clear from the figure, there is a convergence developing by R5 (the age bands are not as widely distributed in their responses), with responses for all age groups coalescing around a value of four (indicative of a response equating to 'good').

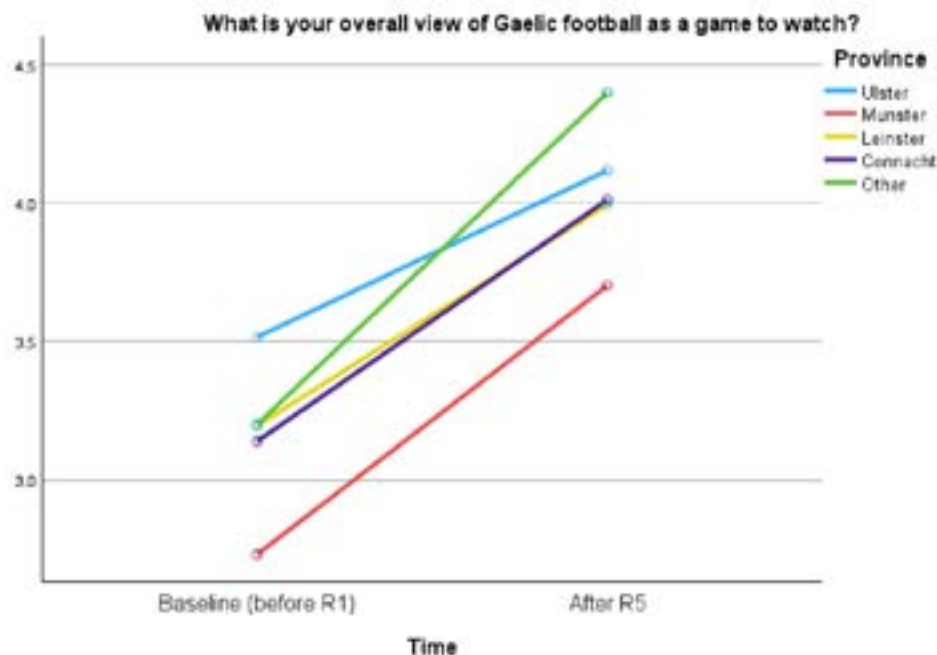


Figure 5: Comparison of Baseline Vs Week 5 Overall view of Gaelic football as a spectator sport according to province.

The figure above shows that at R5, greatest satisfaction is expressed by those living outside of Ireland. In terms of responses on the island, greatest satisfaction is expressed by those from Ulster, and least satisfaction by those from Munster (mirroring the original FRC report). Unlike with age bands above, there is less evidence of a convergence from baseline to R5 in these responses across the five data collection points.

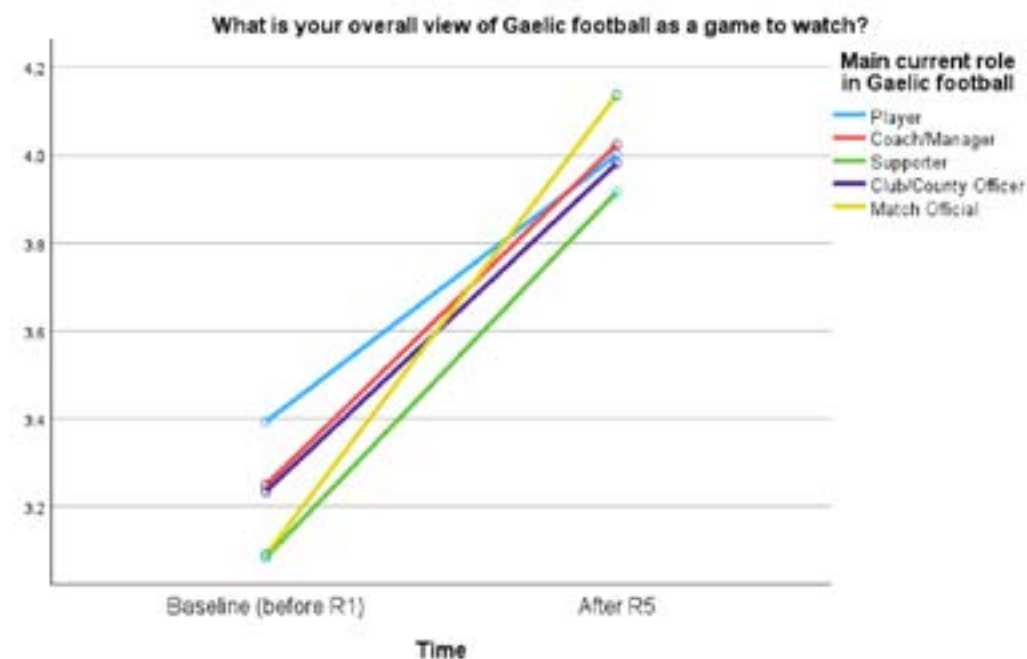


Figure 6: Comparison of Baseline Vs Week 5 Overall view of Gaelic football as a spectator sport according to role.

The figure above shows that there is relatively little variation in satisfaction terms, by role in the GAA. While match officials tend to be the most satisfied over time, and supporters the least satisfied, the magnitude of difference at both baseline and R5 is small.

4.3 REQUIREMENT FOR RULE ENHANCEMENTS

Participants were asked to what extent they thought that Gaelic football needed the proposed enhancements. Again, a 5-point Likert scale was scored: 1 = not needed at all; 2 = somewhat needed; 3 = moderately needed; 4 = quite needed; 5 = needed a lot.

To what extent do you think that Gaelic football needed the proposed enhancements? (1 = not at all needed; 5 = needed a lot)

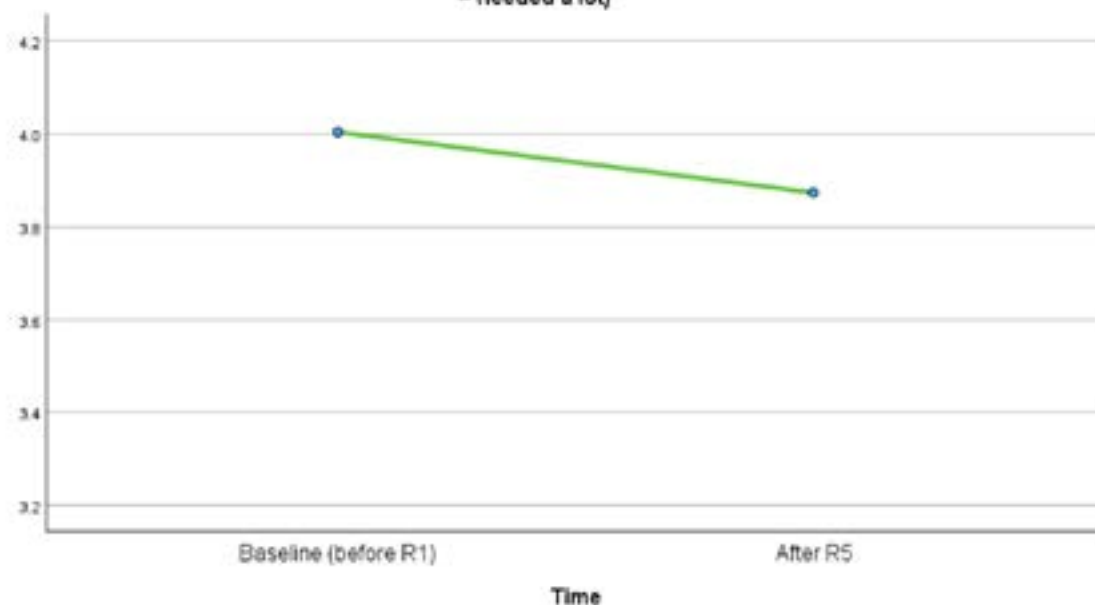


Figure 7: Comparison of Baseline Vs Week 5 for the need for the Rule Enhancements.

While question 1 enquired about how good the game is to watch, this question enquired about how necessary the enhancements were (this was not specific to any individual enhancement). The figure above shows that at baseline, the average response equated to 'quite needed', and that across time, this has changed little (a small decline from around 4.0 on average, to just below 3.9). Therefore, with time, there has been little variation in these responses.

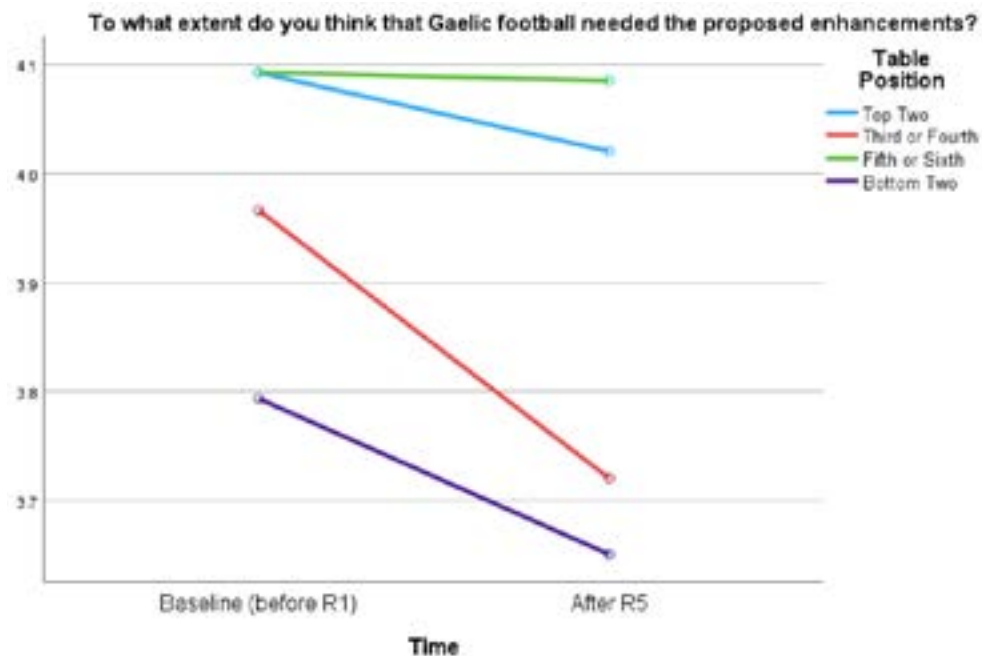


Figure 8: Comparison of Baseline Vs Week 5 for the need for the Rule Enhancements according to position in the league table following Round 5.

In terms of how the line fractures by county 'success' to date, this is a complex picture, not following a simple game success (or points accumulation) pattern. At R5, those averaging highest are from counties which are fifth or sixth in their respective league table. However, the lowest scores at R5 are reported by those whose counties are in relegation trouble (or bottom two in Division 4). The complexity of these findings suggests that consideration of the need for the enhancements transcends current 'team' or County form.

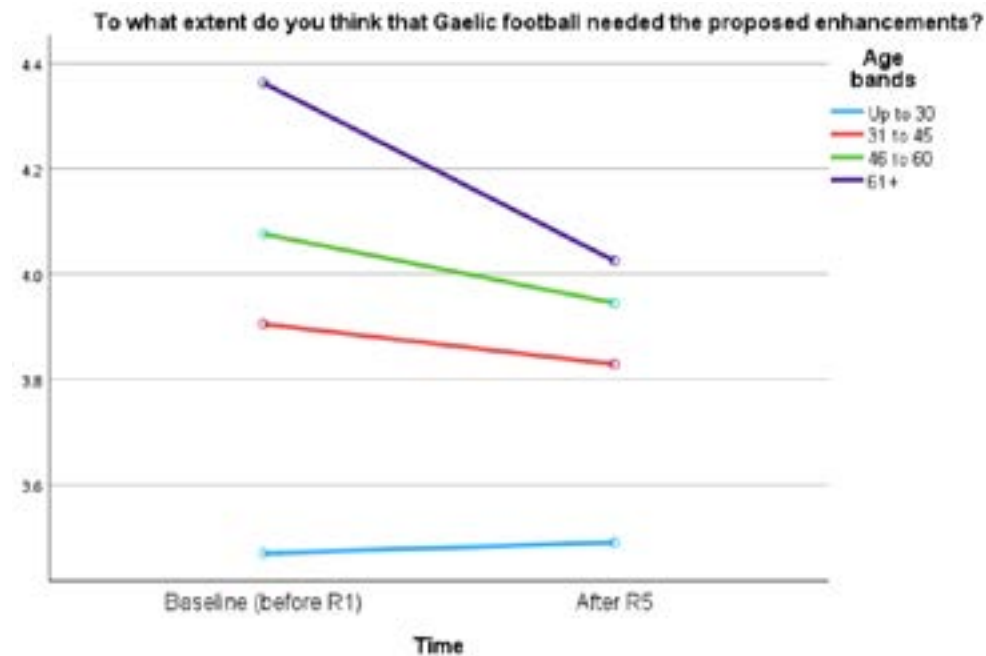


Figure 9: Comparison of Baseline Vs Week 5 for the need for the Rule Enhancements according to the age of the respondent.

These findings show consistency. At baseline, the oldest participants were those who thought that Gaelic football needed the rule enhancements most. This remains the case at R5, with something of a decrease in the stated need suggested from baseline. The variation in the vertical axis is substantial. Younger participants remain to be convinced that the amendments are necessary to the same degree as the older participants.

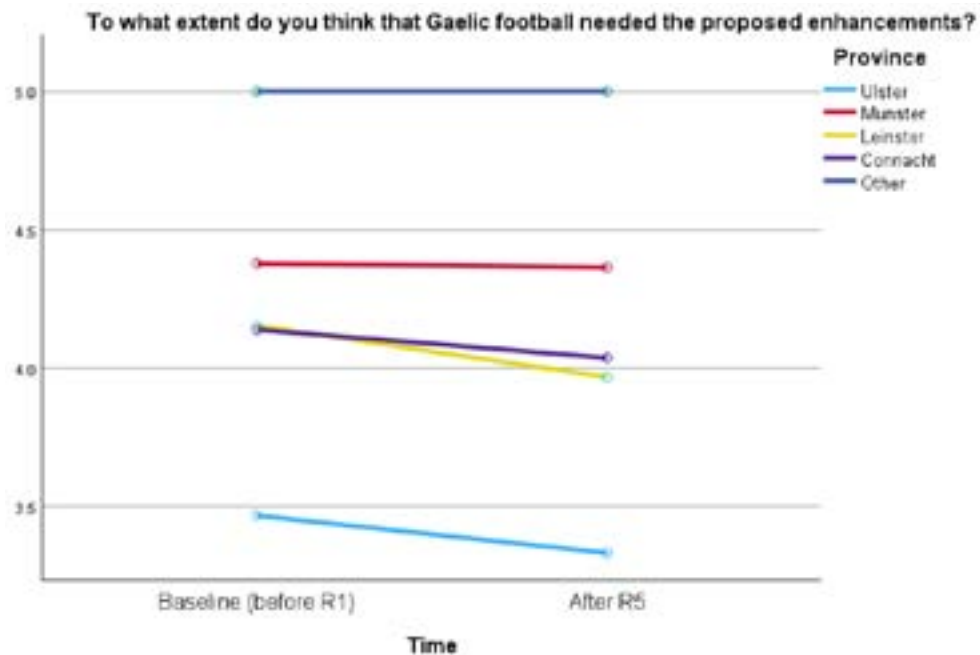


Figure 10: Comparison of Baseline Vs Week 5 for the need for the Rule Enhancements according to province.

There is also consistency here, both in terms of the ordering (top to bottom), and the consistency of average scores for each province or area. On the island of Ireland, those from Munster continue to report greatest need for the enhancements, with those from Ulster reporting the lowest need.

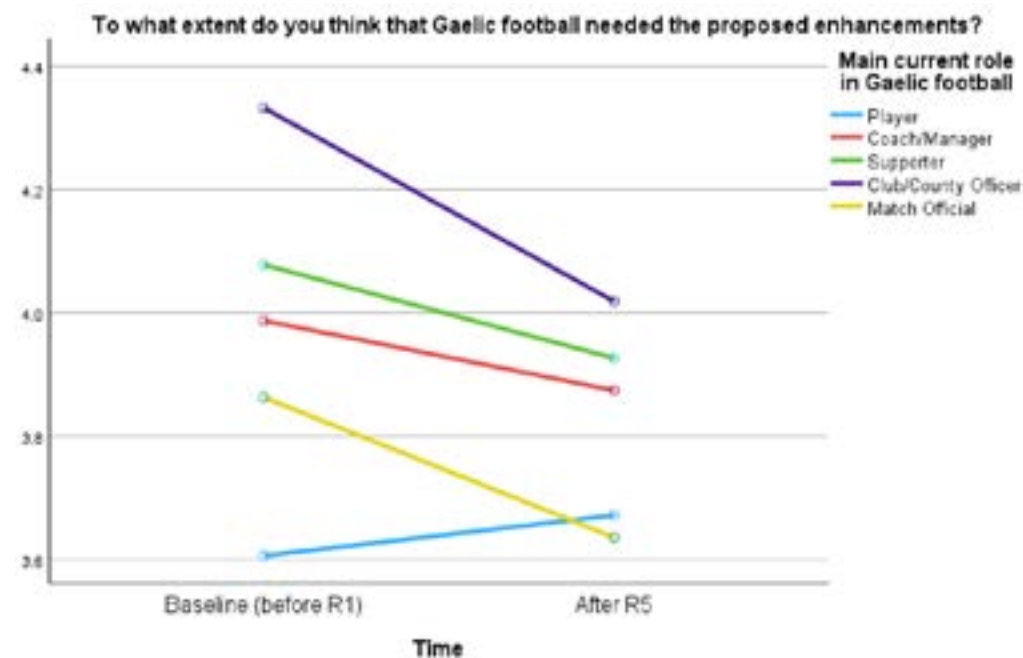


Figure 11: Comparison of Baseline Vs Week 5 for the need for the Rule Enhancements according to role.

At baseline, the proportion of Club or County Officers indicating a greater need for the enhancements was a lot higher than for all other roles. There has been little overall variation with time (vertical axis changes are small) perhaps with the exception of scores for Club or County Officers, and Match Officials (both seeing a decrease). The only line not decreasing is that representing player responses.

4.4 LIKELIHOOD OF ATTENDING A CLUB OR COUNTY GAME

Participants were asked about how much more likely they would be to attend either a County or Club game. A 5-point Likert scale was scored: 1 = much more unlikely; 2 = more unlikely; 3 = no difference; 4 = more likely; 5 = much more likely. This question was not asked at baseline, given that the games had not begun, and therefore there would have been no basis upon which to have made this choice.

4.4.1 Inter-County games

The first observations are that the variation on the vertical axis is small, but the direction of travel is positive (towards more likely).

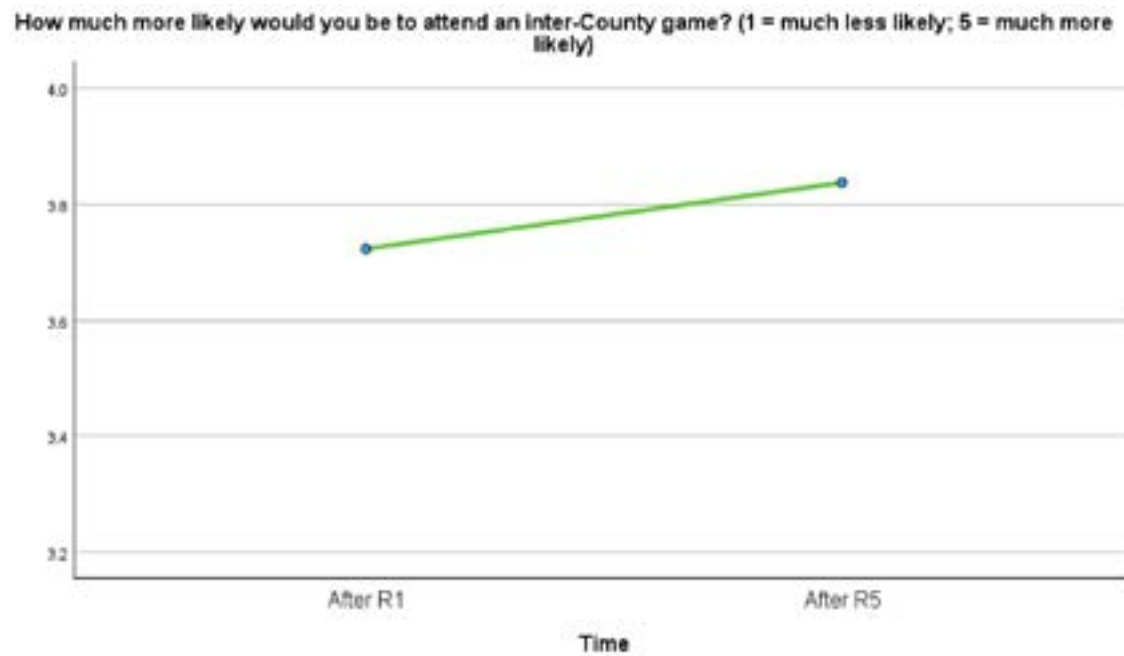


Figure 12: Comparison of Week 1 Vs Week 5 for likelihood of attending an Inter County game

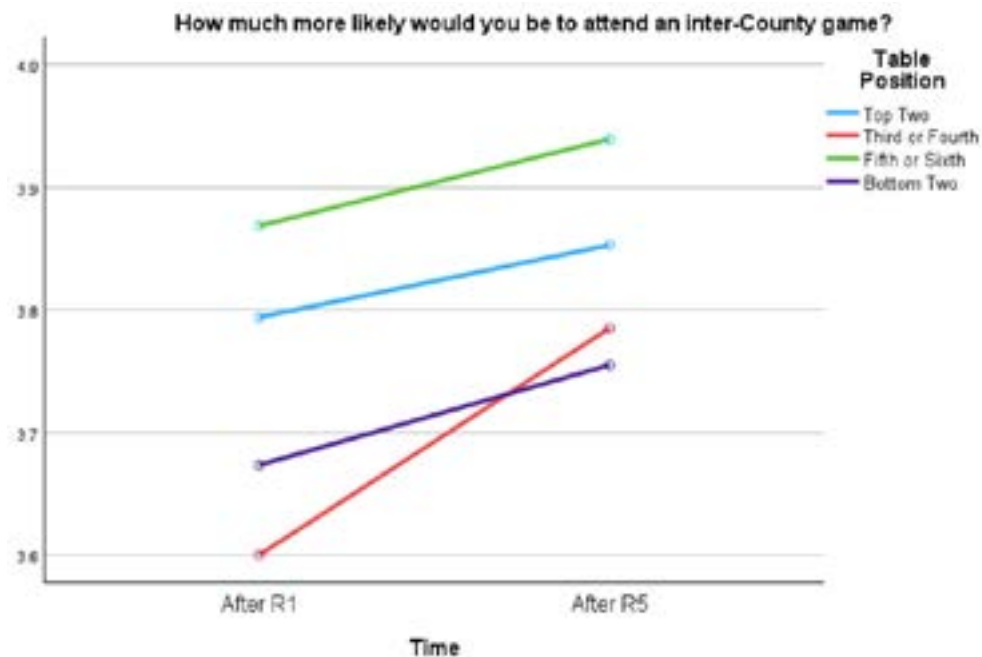


Figure 13: Comparison of Week 1 Vs Week 5 for likelihood of attending an Inter County game according to position in the league table following Round 5.

The pattern of results by County position in League tables does not mirror the table position (highest score at R5 for those whose County is in fifth or sixth position). The steepest increase with time is for those whose County is currently in third or fourth position.

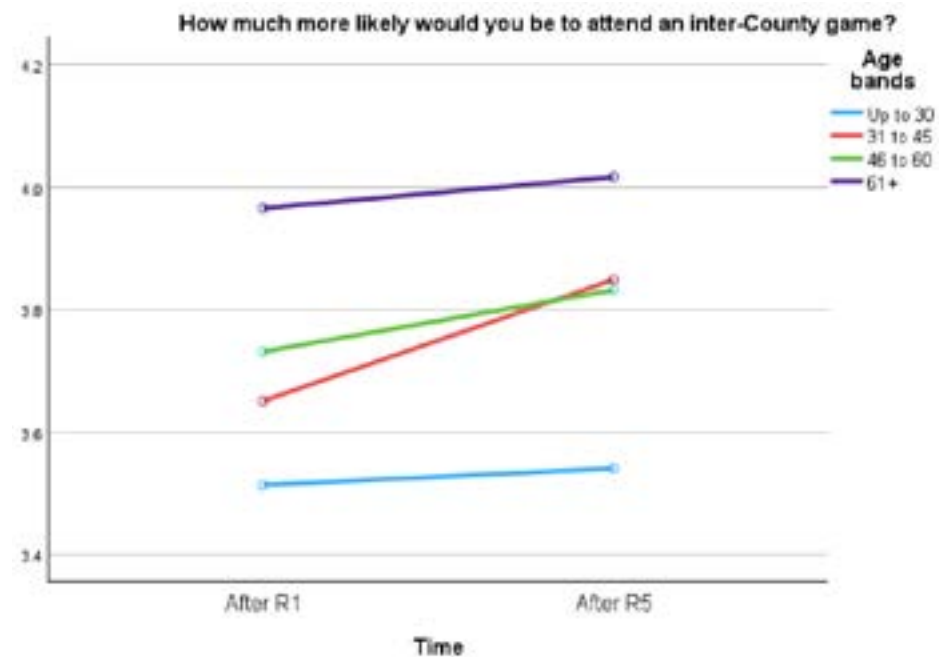


Figure 14: Comparison of Week 1 Vs Week 5 for likelihood of attending an Inter County game according to the age of the respondent.

At both time points, older participants reported being more likely to attend an inter-County game. This is interesting as they were also the ones who marginally thought Gaelic football was least good to watch (although the score was increasing with time), and they were also the ones who thought Gaelic football most needed the enhancements.

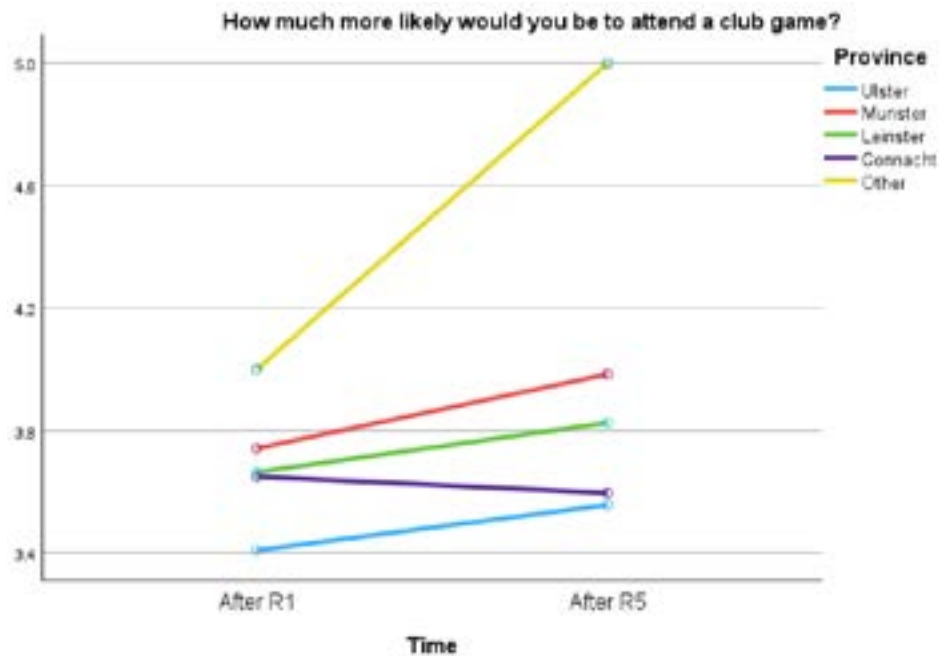


Figure 15: Comparison of Week 1 Vs Week 5 for likelihood of attending an Inter County game according to province.

Those living abroad were consistently the highest in terms of greater likelihood to attend a game. Those from Munster (on the island of Ireland) were most likely, despite the fact that they were also the highest in terms of reporting the need for the enhancements.

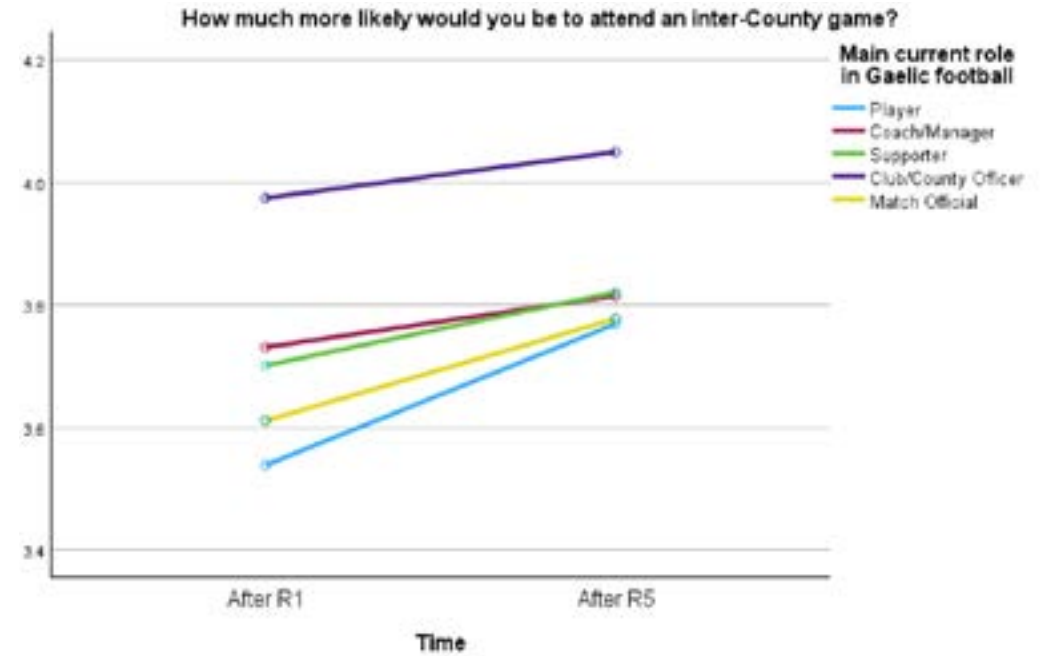


Figure 16: Comparison of Week 1 Vs Week 5 for likelihood of attending an Inter County game according to role.

Club or County Officers were something of an outlier in these responses, scoring substantively higher than players and supporters. However, the direction of travel from R1 to R5 is positive in all cases.

4.4. Club games

Like the Inter County games, the first observation is that the variation on the vertical axis is small, but the direction of travel is positive (towards more likely).

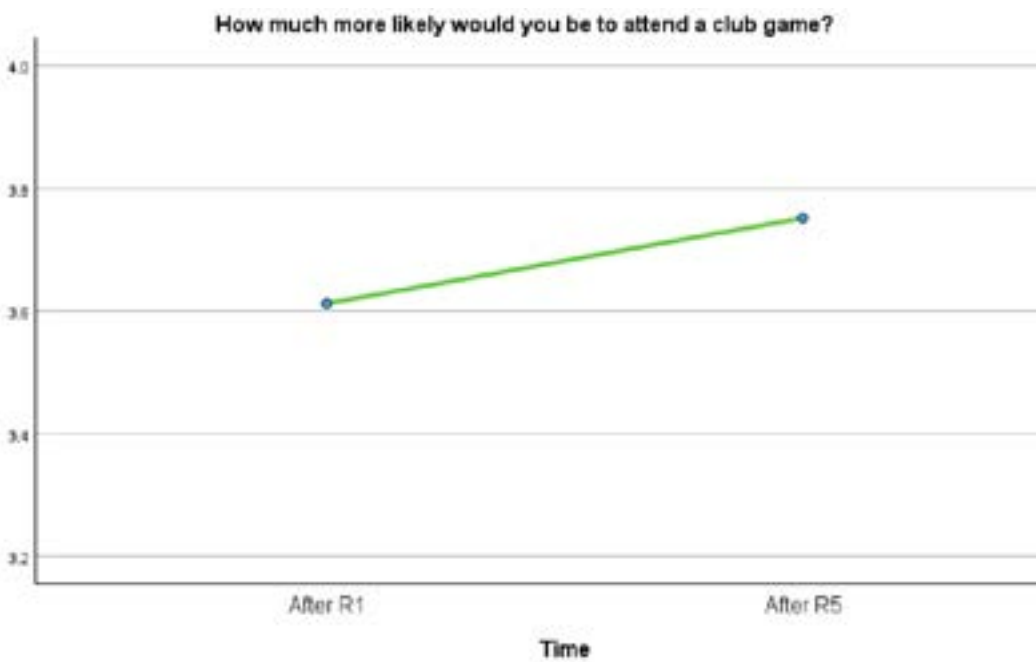


Figure 17: Comparison of Week 1 Vs Week 5 for likelihood of attending a Club game

Again, the variation on the vertical axis is small, but the direction of travel is positive.

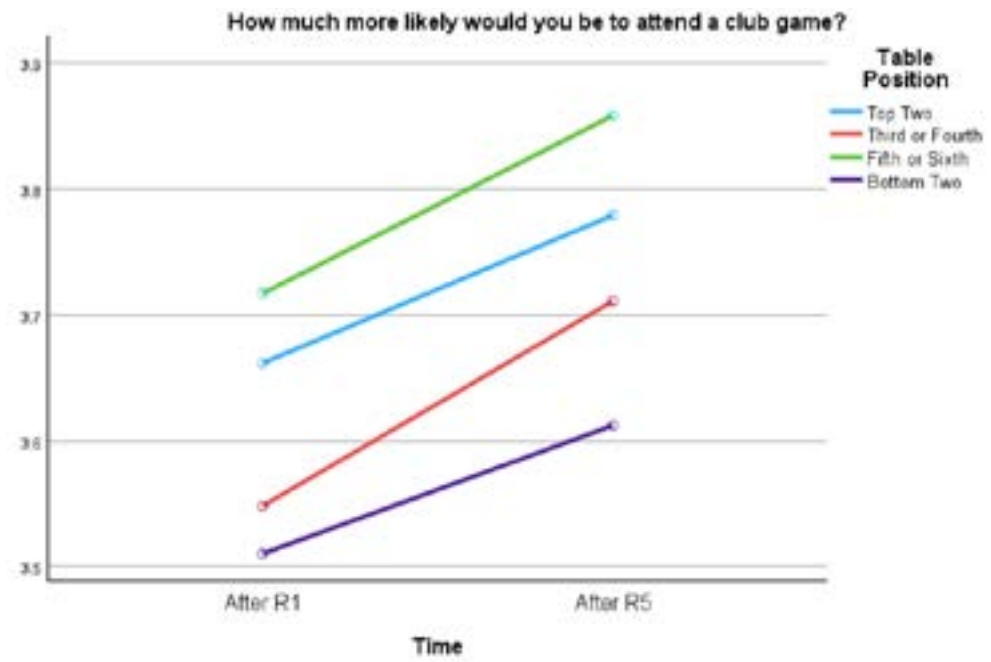


Figure 18: Comparison of Week 1 Vs Week 5 for likelihood of attending a Club game according to position in the league table following Round 5.

Results here showed a similar pattern to those for inter-County games. Essentially, responses are not directly in line with performance of the participants' inter-County team.

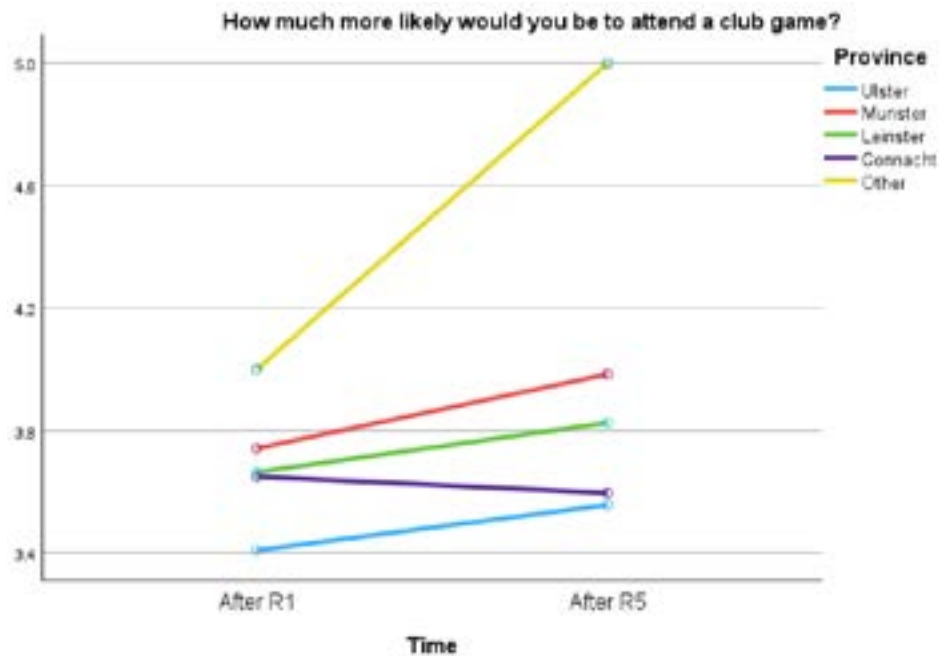


Figure 19: Comparison of Week 1 Vs Week 5 for likelihood of attending a Club game according to the age of the respondent.

The greatest change with time is observed for participants living outside of Ireland. On the island, the direction of travel is positive for all Provinces, except for Connacht. However, changes with time are small.

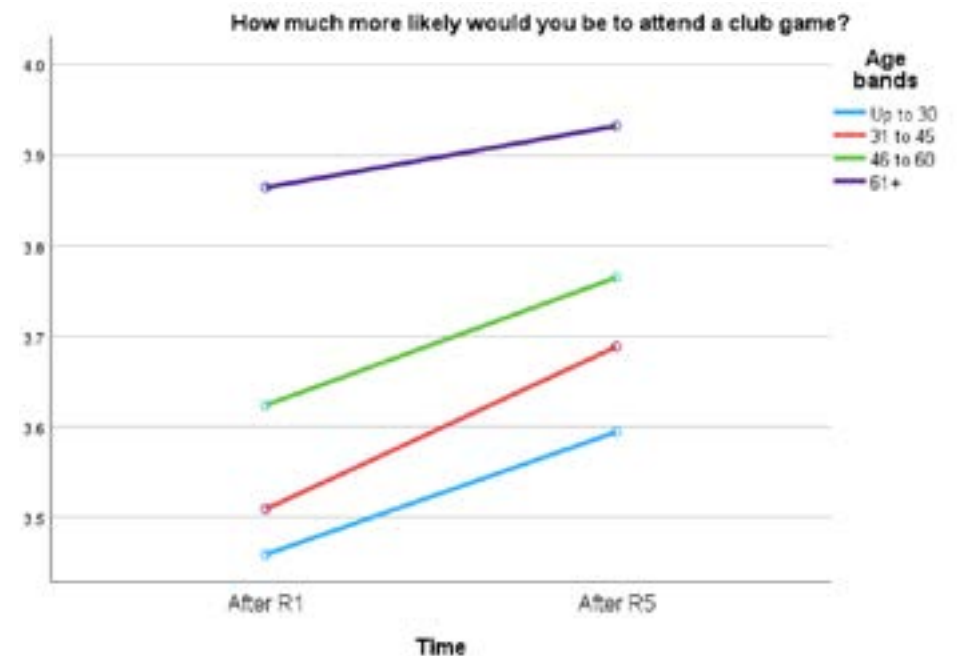


Figure 20: Comparison of Week 1 Vs Week 5 for likelihood of attending a Club game according to the age of the respondent.

Older participants were (at R1), and still are those who report greatest likelihood of attending a Club game. Likelihood decreases incrementally with age band, so that the youngest participants report lowest likelihood.

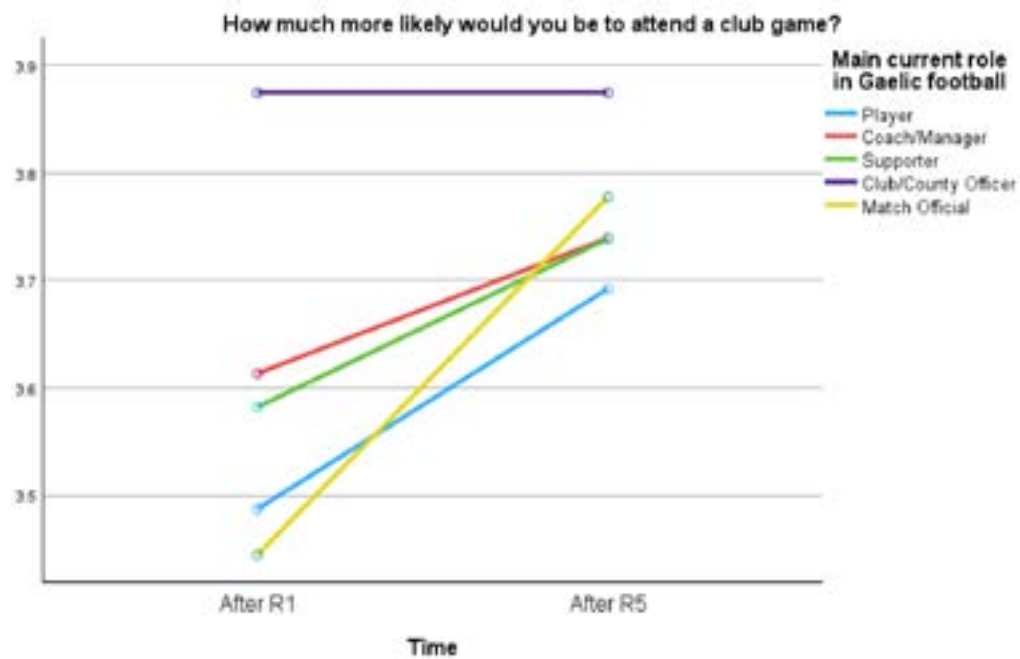


Figure 21: Comparison of Week 1 Vs Week 5 for likelihood of attending a Club according to role.

The greatest changes from R1 are observed for match officials, and supporters. All lines' direction of travel is positive apart from that for Officers (remains level), and these are consistently higher than all other categories, at each time point.

4.5 WHETHER THE RULE ENHANCEMENTS HAVE CHANGED THE GAME

Participants were asked whether the seven core enhancements have changed Gaelic football. These results are presented as average scores. Participants indicated responses for each enhancement as follows: 1 = substantially worse; 2 = worse; 3 = no difference; 4 = better; 5 = substantially better.

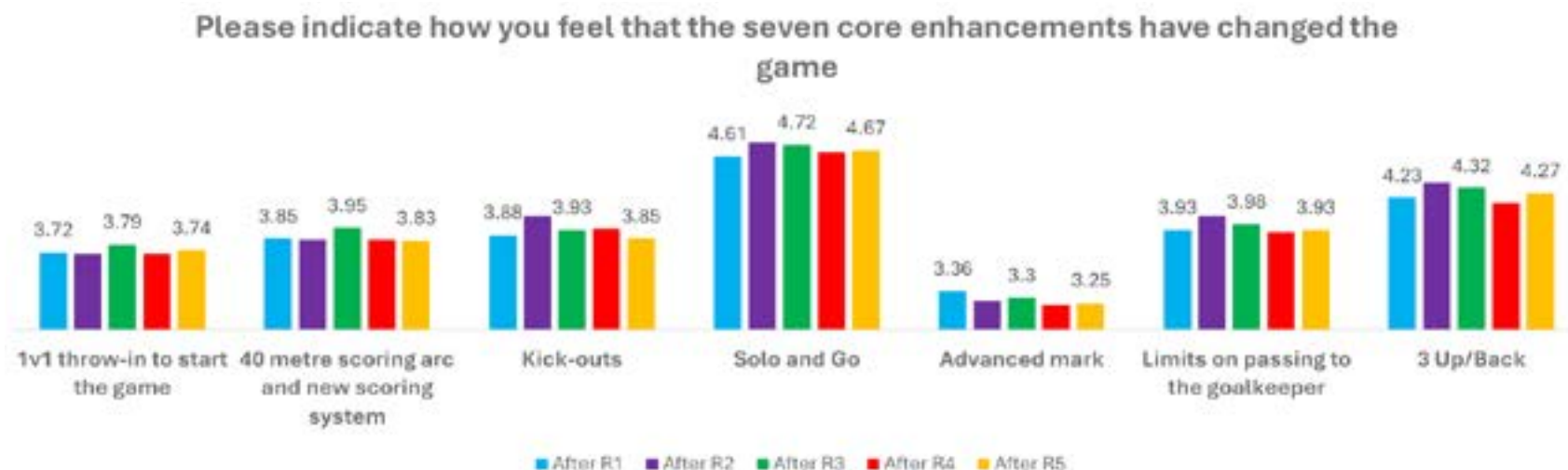


Figure 22: Whether the rule enhancements have changed Gaelic football according to each round of matches.

The vertical axis is set at an average of three (= no difference), therefore changes are indicative of no difference, or above. Results clearly indicate that the Solo and Go was thought to have made the game better or substantially better. Conversely, it could be concluded that the Advanced mark enhancement is broadly considered on average to have made no difference. Given that all other averages are higher than 3.5, the consensus is that the other 5 enhancements, on average, are contributing to a better game. And these scores are consistent across the survey.

Participants were asked to indicate which of the enhancements were ‘most beneficial’ to Gaelic football (only one could be chosen), and which was not (again, only one could be chosen). For each of the enhancements a percentage ‘positive’ was calculated, based on these responses.

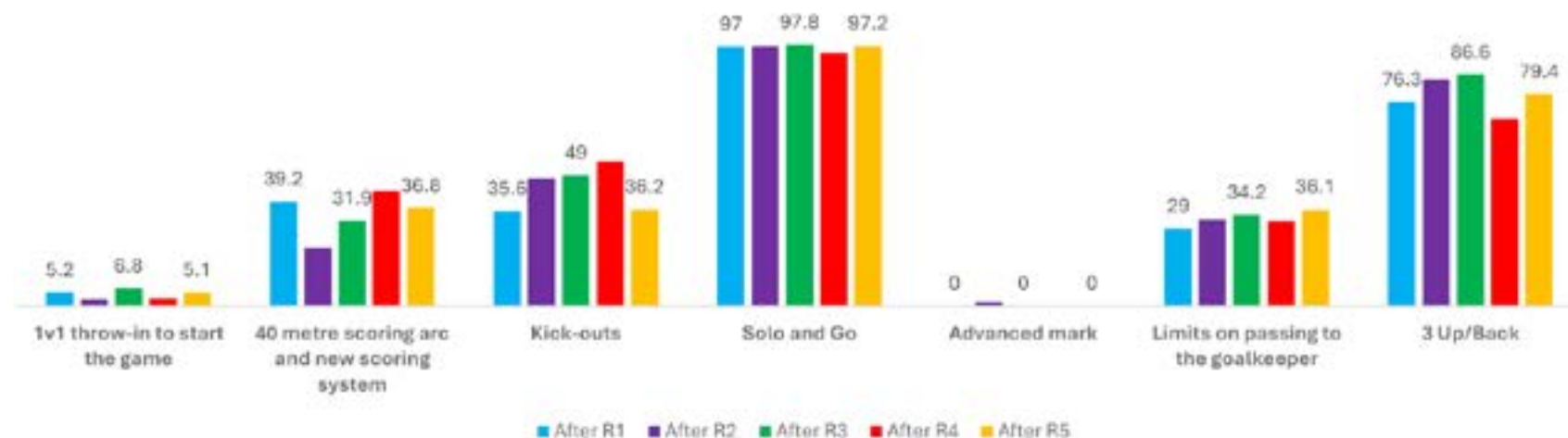


Figure 23: Which of the individual Rule Enhancements have been most beneficial to Gaelic football.

Results show that again, responses regarding the Solo and Go were extremely positive, and consistent across the five time points. Here, the least popular of the enhancements was the Advanced mark, closely followed by the 1v1 Throw-in. The Kick Outs, Limitations on Goalkeeper, and the 3 Up - 3 Back enhancements are also viewed as largely positive across the survey. Because participants were only able to choose one option, it cannot be definitively concluded that, for example, participants do not like the limitations on the goalkeeper – it can only be concluded that they don’t like those as much as they like the Solo & Go.

5. RESULTS – PUBLIC STUDY

In addition to the on-going cohort, an open public study was also in operation. Results of this are presented below. It should be noted that while it is **the same people** completing the cohort survey, the responses below are open to the public, and in all likelihood, there will be little consistency in the participants at each time point. Therefore, these responses are presented at **each time point**.

5.1 Who are the Public Survey participants?

The figure immediately below illustrates that at all time points, around (or more than) half of the public survey participants were from counties playing in Division 1.

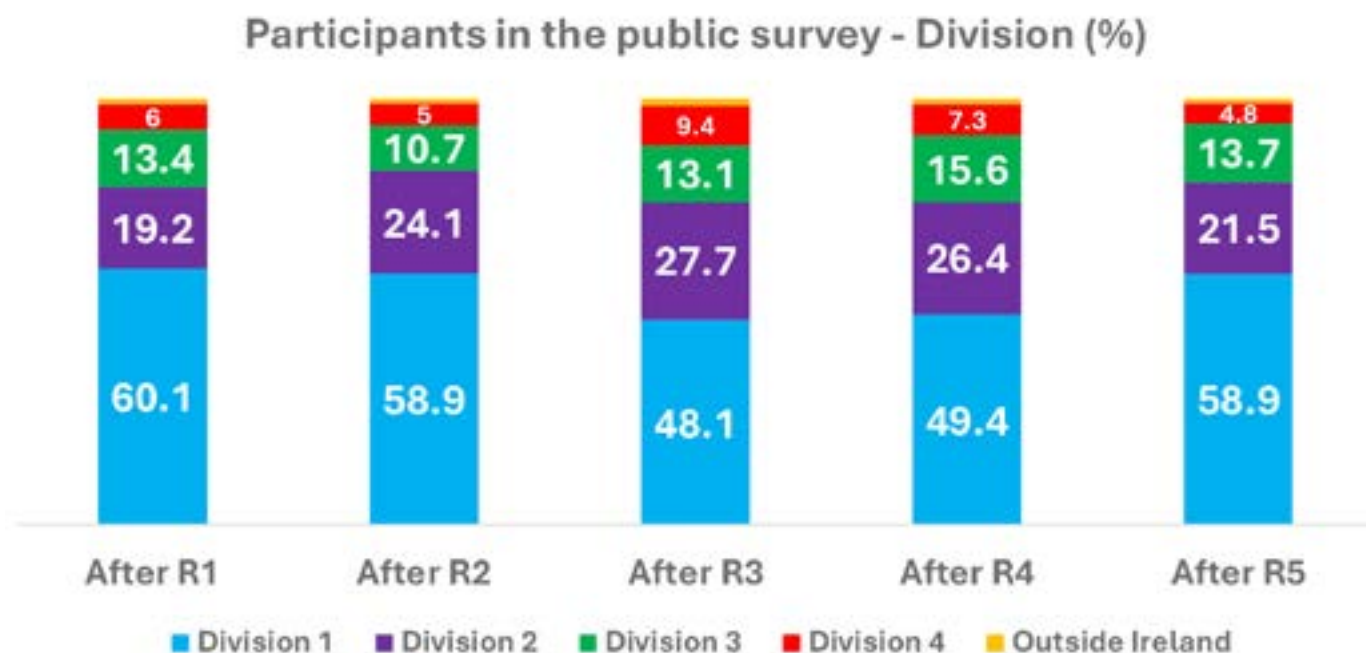


Figure 24: Public survey participants by division of the Allianz National Football League according to Round week.

The figure immediately below displays that around (or just over) two-thirds of the sample at each time point were (or at least reported themselves to be) aged 45 or under.

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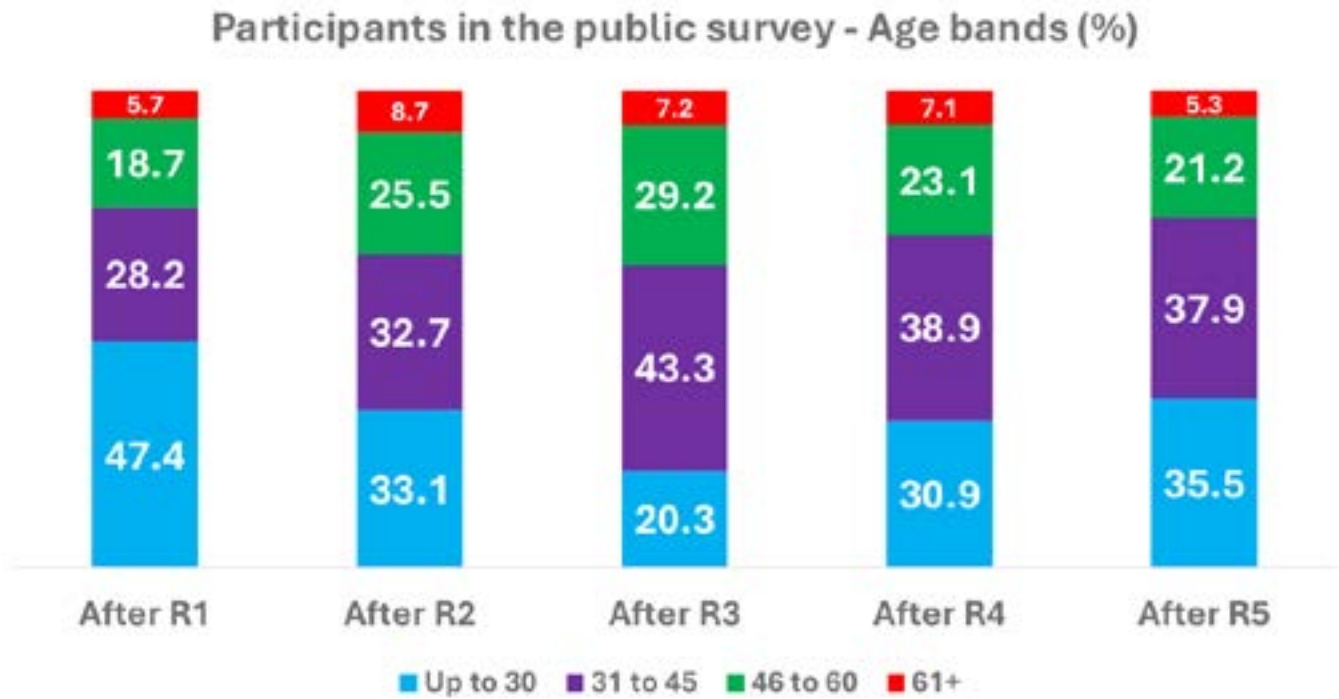


Figure 25: Public survey participants by age group according to Round week.

The figure immediately below displays that there was no real pattern in terms of provincial residence at each of the time points. For example, while a high proportion at time 1 were from Leinster, this almost halved at time 2.

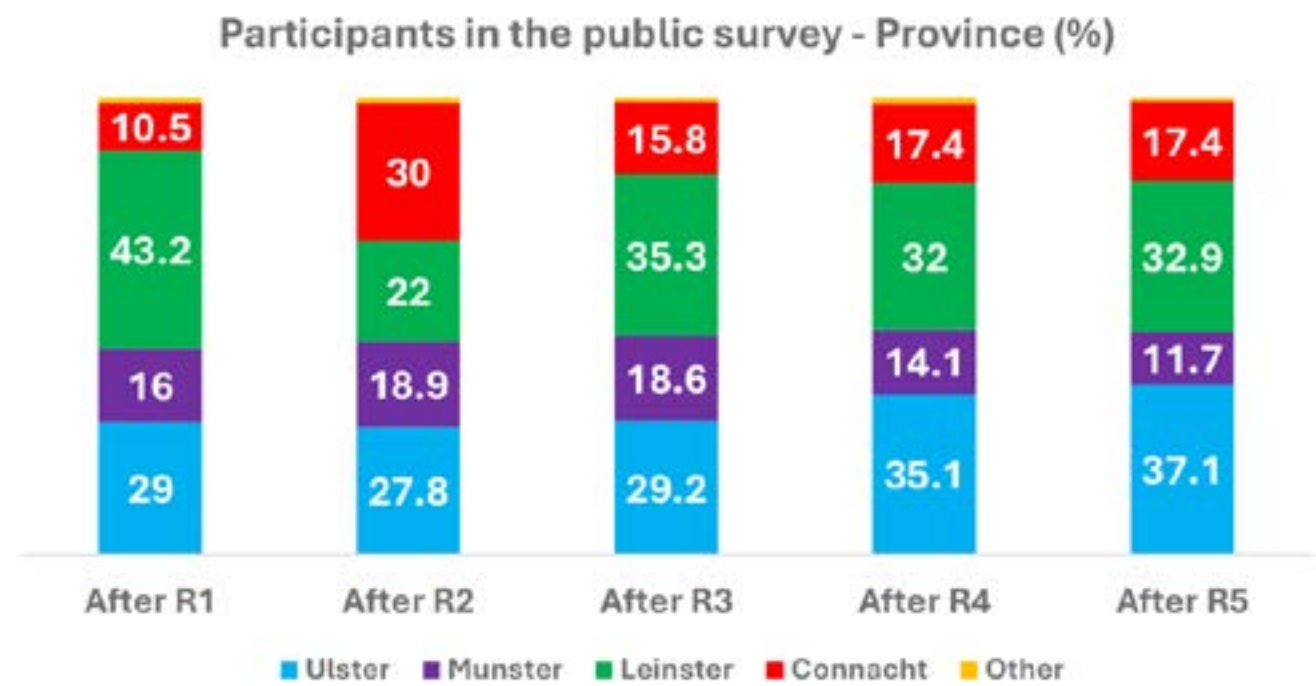


Figure 26: Public survey participants by province according to Round week.

Finally, in terms of main role in the GAA. Large proportions at each time point self-reported as supporters, while the proportions self-reporting as Club or County Officers, or as Match Officials, were relatively low.

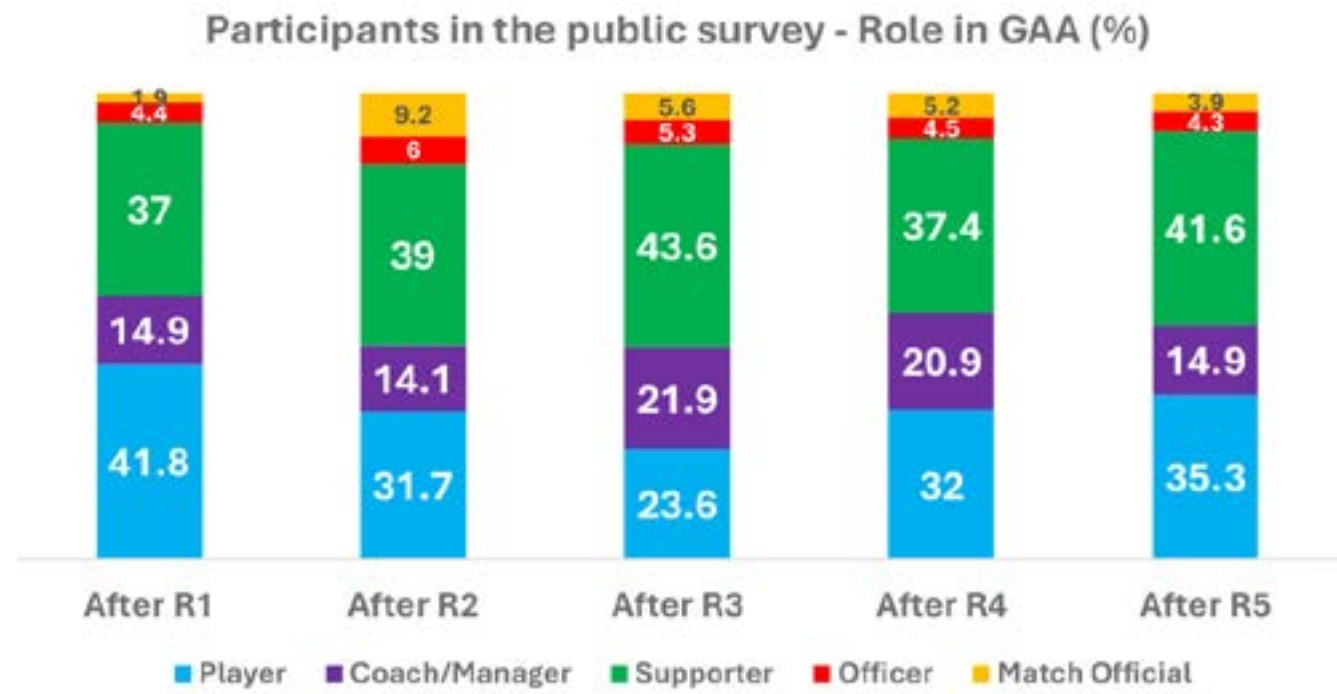


Figure 27: Public survey participants by role in the GAA according to Round week.

5.2 OVERALL VIEW OF GAELIC FOOTBALL AS A SPECTATOR SPORT

Participants were asked about their overall view of Gaelic football as a game to watch. The figure below displays that, with time, those replying to the public survey reported higher levels of satisfaction with Gaelic football, as a game to watch.

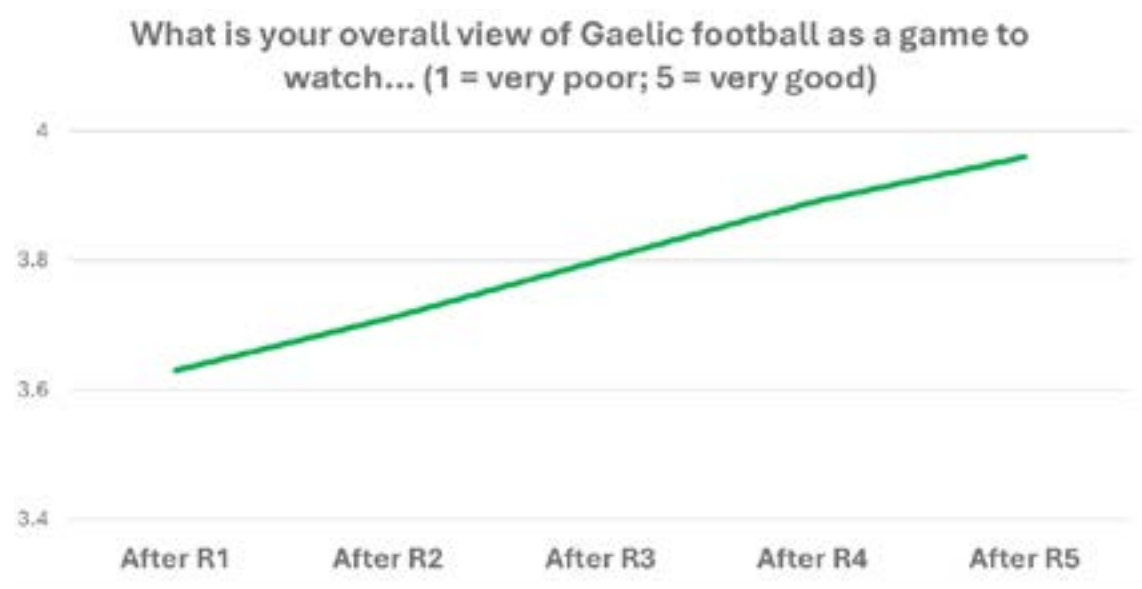


Figure 28: Comparison of Round week for the perception of Gaelic football as a spectator sport.

The figure below displays that when this line is fractured by where the participants' team is in its' respective league table at time 5, satisfaction broadly follows table position (with the caveat that the magnitude of the difference is small). This is different to the cohort sample.

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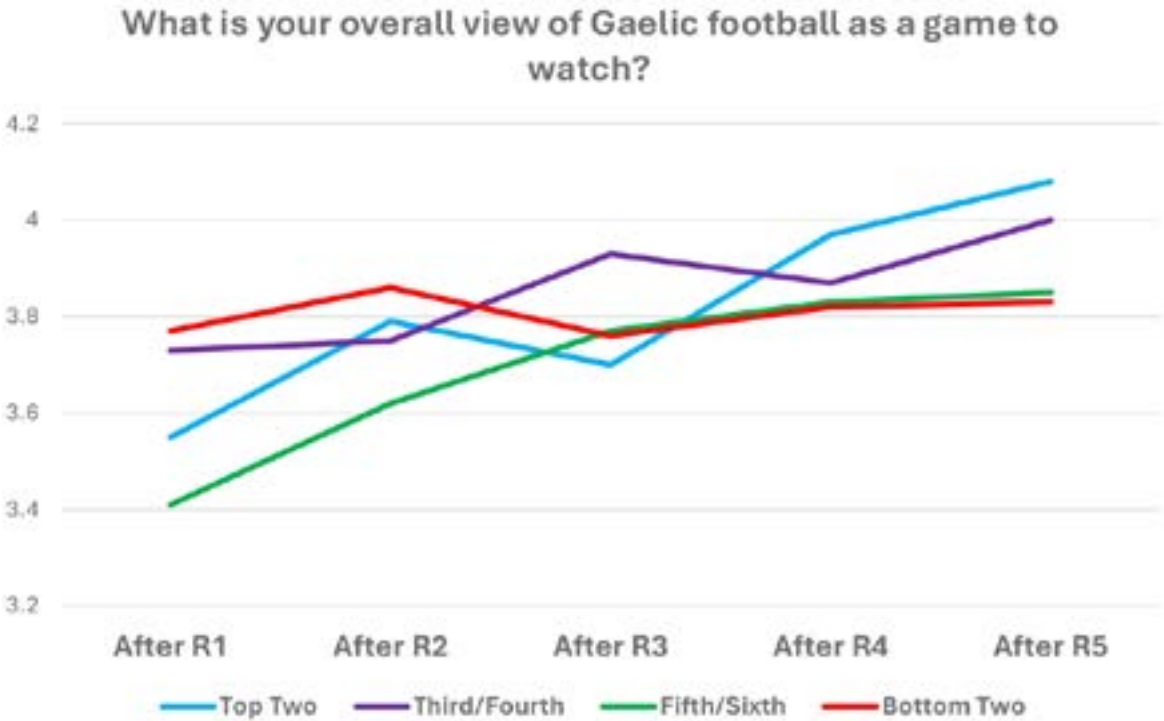


Figure 29: Comparison of Round week for the perception of Gaelic football as a spectator sport according to position in the league table following Round 5.

The figure below displays that the findings for those living outside of Ireland are somewhat of an outlier.

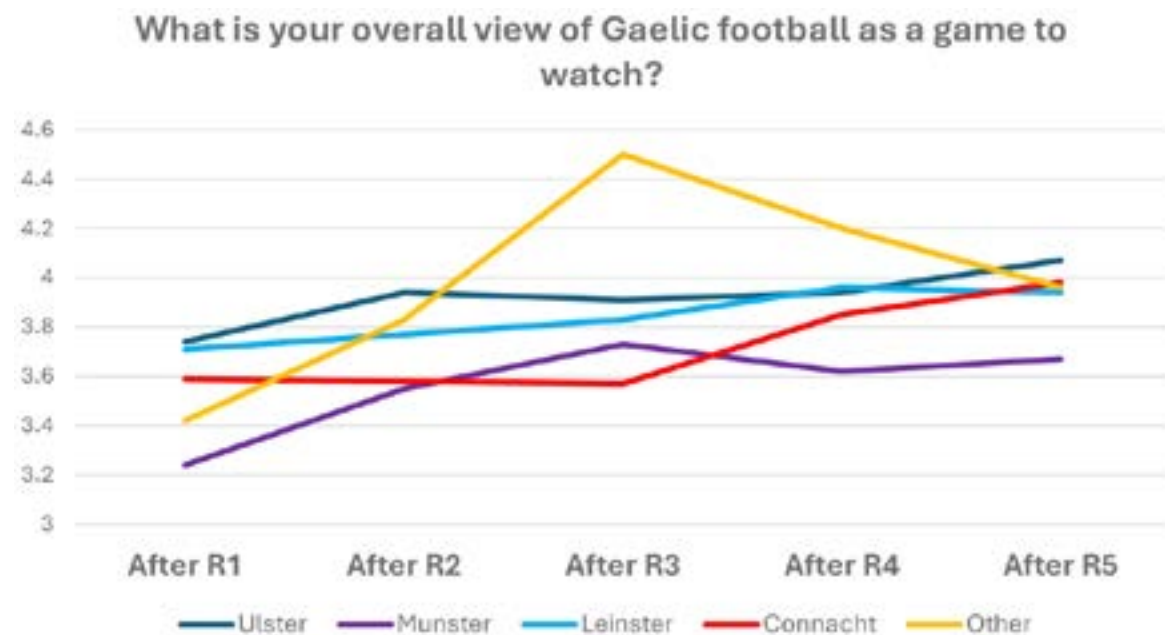


Figure 30: Comparison of Round week for the perception of Gaelic football as a spectator sport according to province.

The figure below suggests little variation in the positions at each time point (Officers generally low, for example, and players generally among the highest).

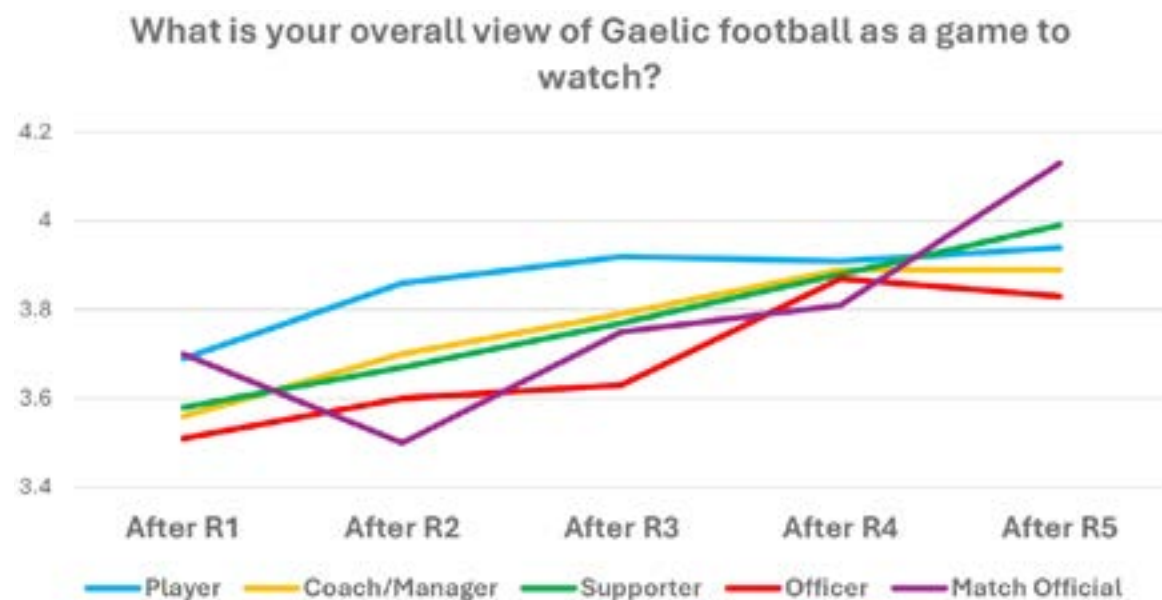


Figure 31: Comparison of Round week for the perception of Gaelic football as a spectator sport according to role

Again, with time (or League games) there is little variation in terms of the ranking order (younger participants among the highest and older participants among the lowest). However, the magnitude of differences at some time points is very small.

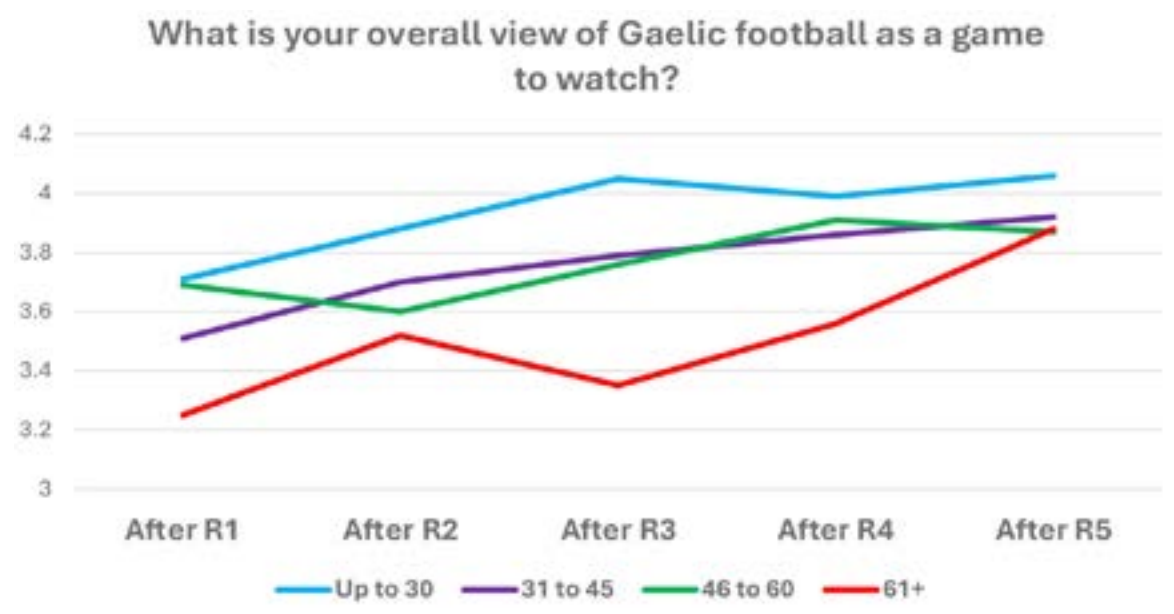


Figure 32: Comparison of Round week for the perception of Gaelic football as a spectator sport according to age.

Finally, the responses below indicate that in the opinion of those taking part in the public survey, the overwhelming majority at all time points believe that with the rule enhancements, Gaelic football has become a more enjoyable game to watch.

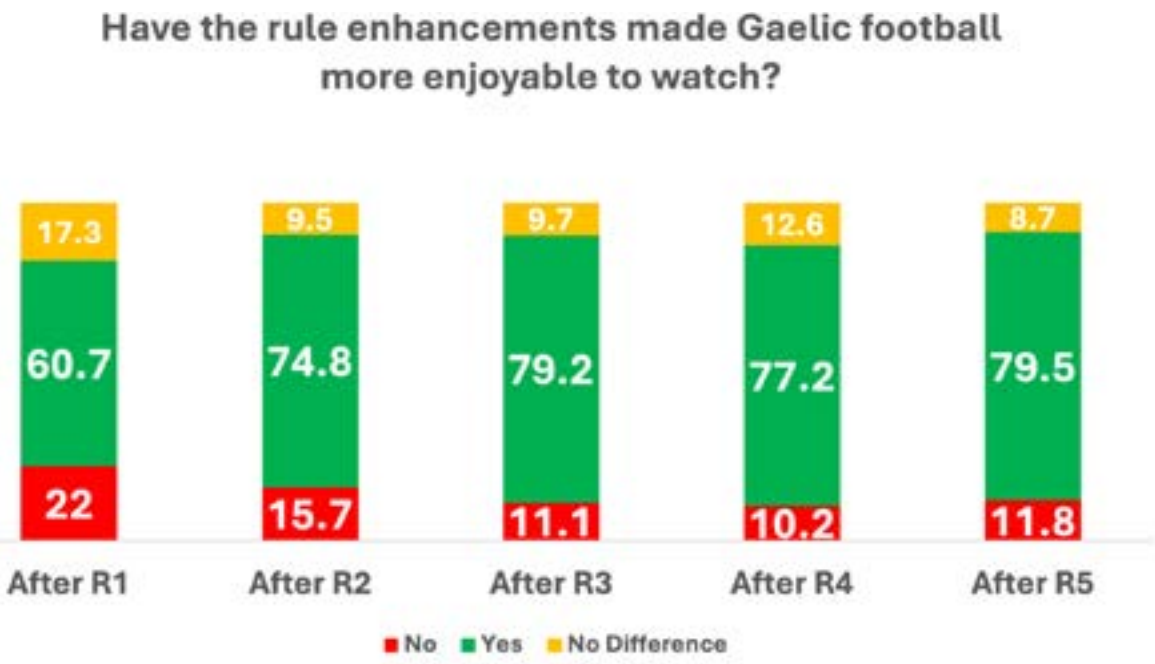


Figure 33: Comparison of Round week for the perception of whether Gaelic football is a more enjoyable sport to watch.

5.3 REQUIREMENT FOR RULE ENHANCEMENTS

The below figure displays that there was little variation in the average score across time. The average scores here indicate an opinion fluctuating between moderately and quite needed.

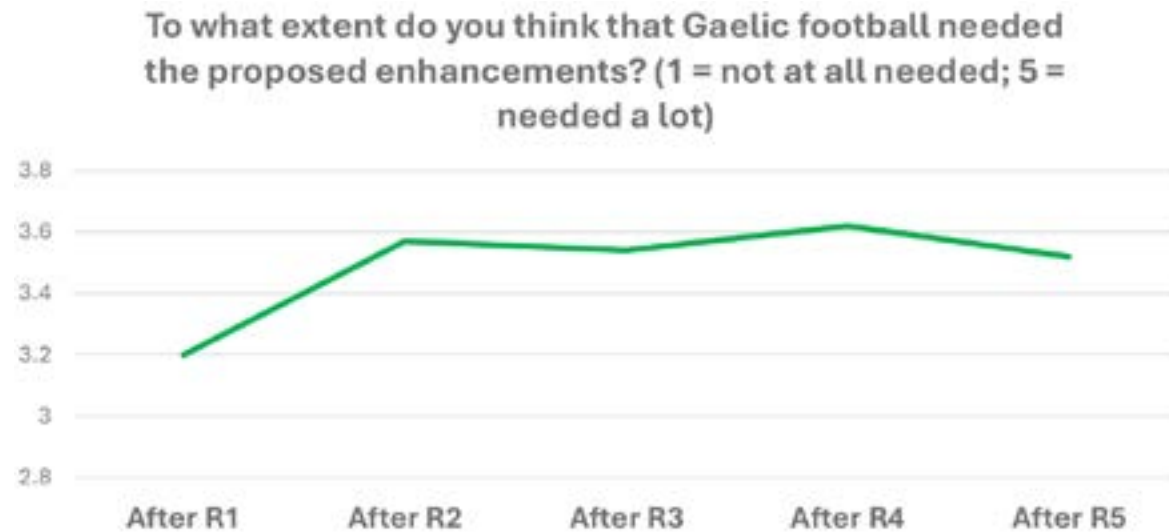


Figure 34: Comparison of Round Week for the need for the Rule Enhancements.

As was the case in the cohort, responses to the public survey here do not map neatly onto R5 table position. However, lowest suggested need for the enhancements was seen in participants whose Counties are currently in the bottom two positions of their respective leagues.

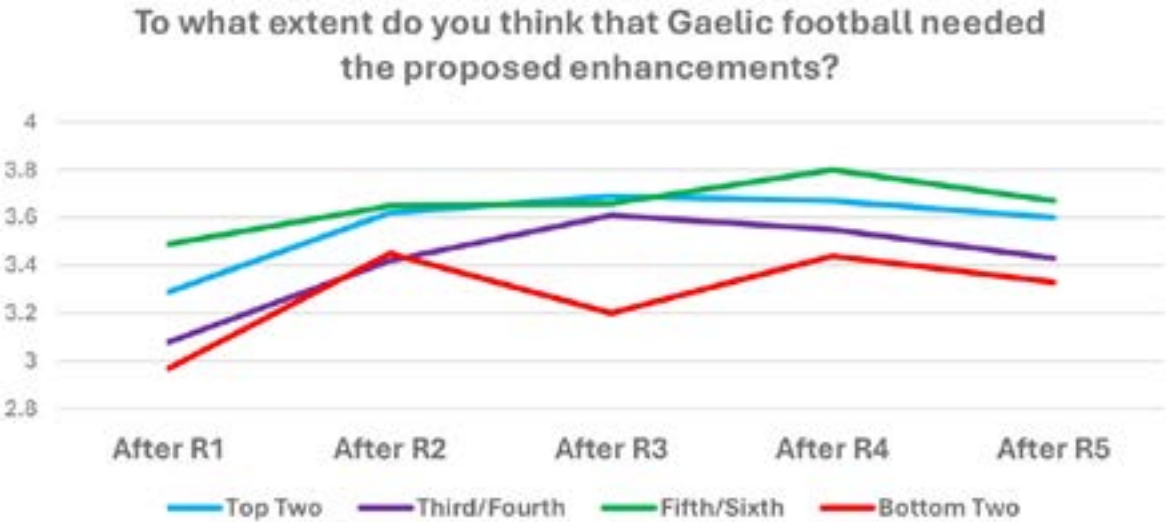


Figure 35: Comparison of Round Week for the need for the Rule Enhancements according to position in the league table following Round 5.

As was the case in the cohort, the pattern in the public survey is that younger participants indicated (on average) a lower need for the changes than older participants.

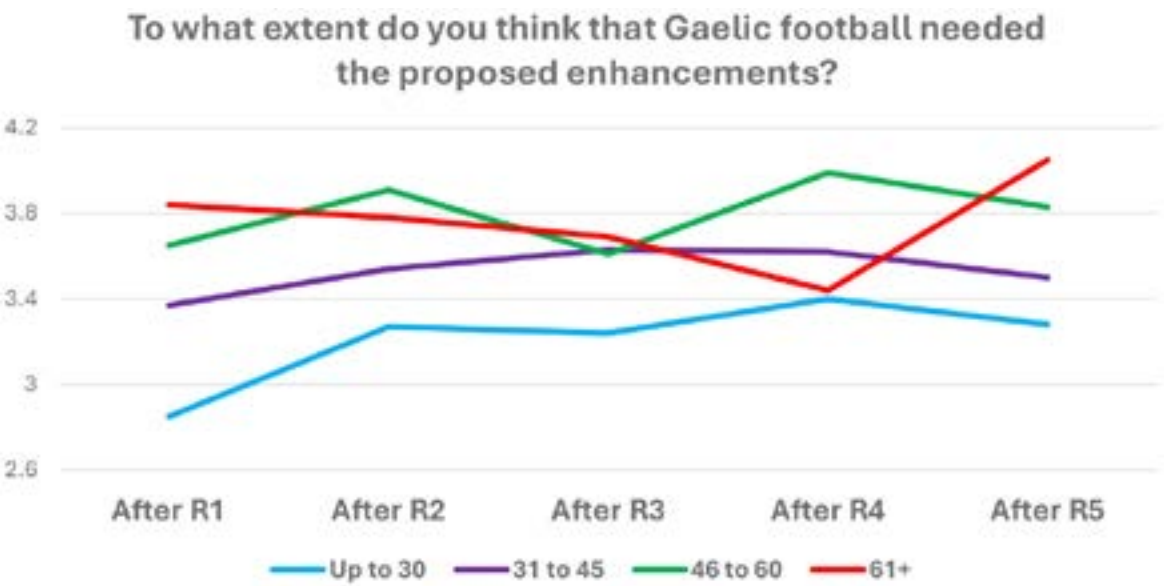


Figure 36: Comparison of Round Week for the need for the Rule Enhancements according to the age of the respondent.

Participants from Munster score (on average) consistently highest, and in some cases (for example after R1 where the comparison is around 2.7 compared to 3.8) the magnitude of that difference is quite striking. On the island of Ireland, those in Ulster generally report lowest scores, indicating least need for the enhancements.

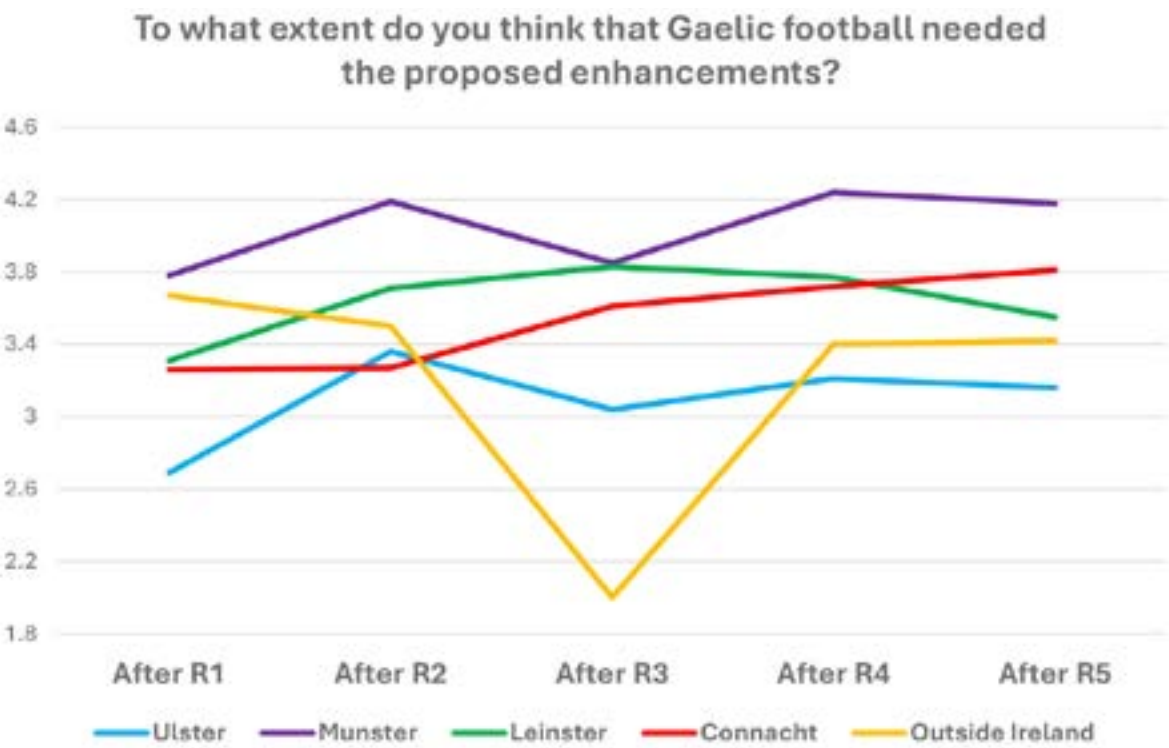


Figure 37: Comparison of Round Week for the need for the Rule Enhancements according to province.

Regarding the role in Gaelic football, there is some variation in the ‘running order’ of responses at different time points. For example, whereas Officers are highest at R5, they were quite low at R3. Players (on average) tend to be lowest, or generally low in these responses.

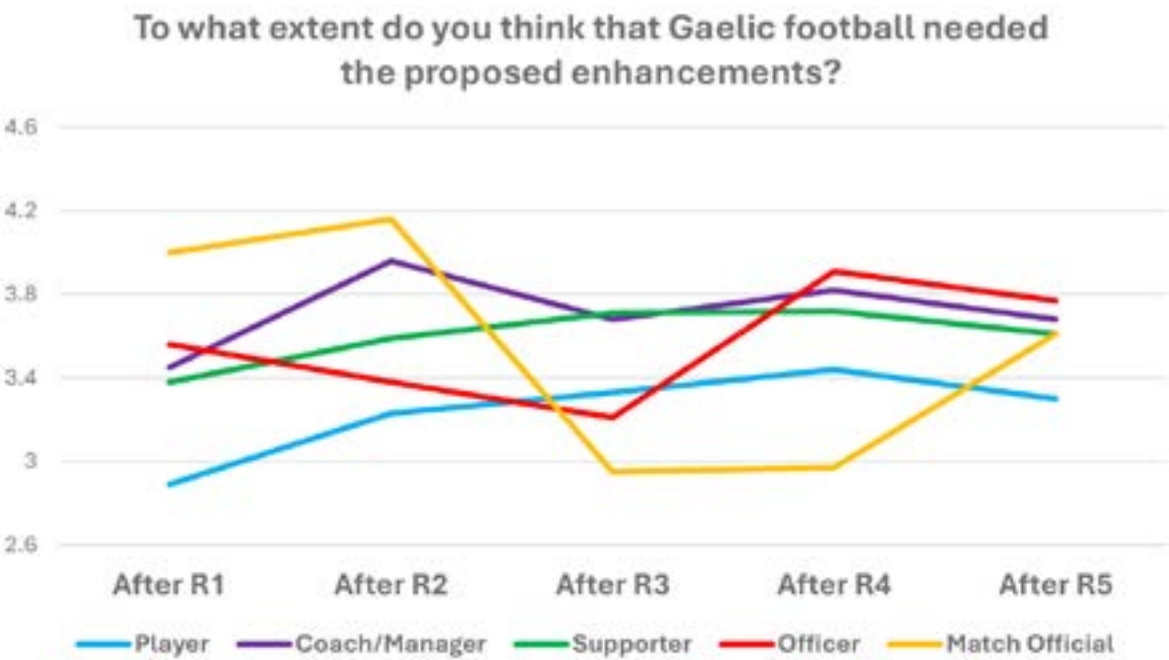


Figure 38: Comparison of Round Week for the need for the Rule Enhancements according to role.

5.4 LIKELIHOOD OF ATTENDING A CLUB OR COUNTY GAME

Participants were asked about how much more likely they would be to attend either a County or Club game.

5.4.1 Inter County Game

A 5-point Likert scale was scored: 1 = Much less likely; 2 = less likely; 3 = no difference; 4 = more likely; 5 = much more likely. As before, this question was not asked at baseline, given that the games had not begun, and therefore there would have been no basis upon which to have made this choice.

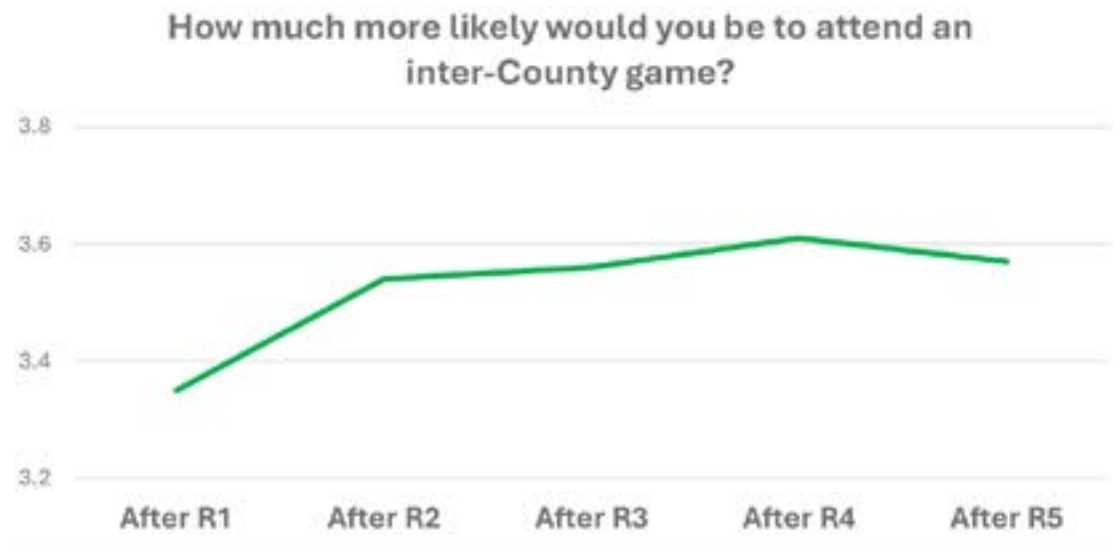


Figure 39: Comparison of Round week for the likelihood of attending an Inter County game.

Overall, there is little variation in the average response here (just above 3.3 at R1 to just below 3.6 at R5). However, the direction of travel is positive.

Of note, here in the public survey, there was more of a consistency in these responses than was the case in the cohort. At R5, those from counties whose team were in the top two of their relative Division were also those reporting increased intention to attend a game, with the reverse true for those whose County were in the bottom two.

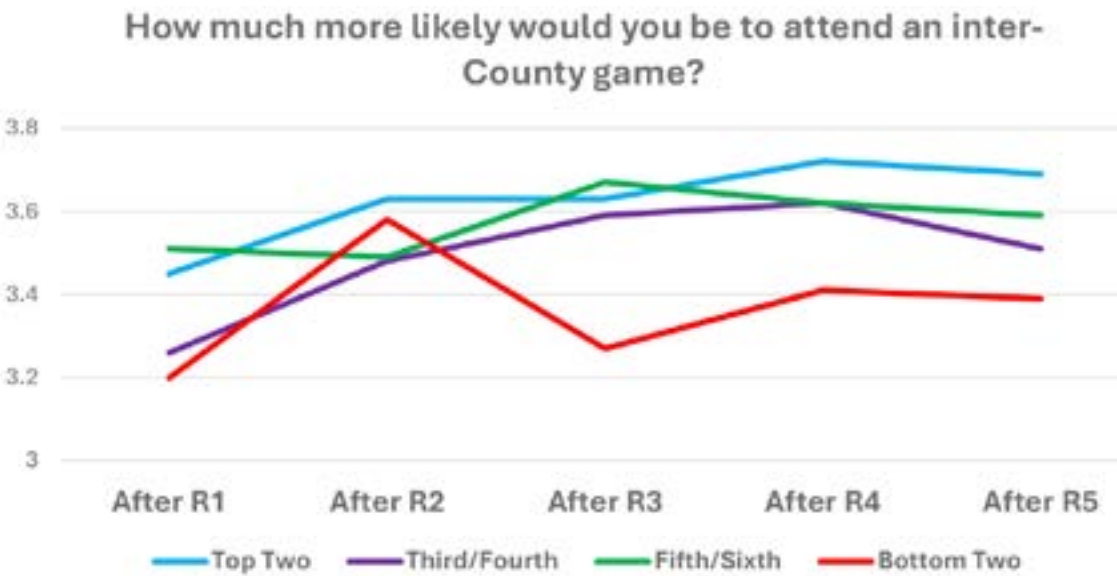


Figure 40: Comparison of Round week for the likelihood of attending an Inter County game according to position in the league table following Round 5.

Across the five different sets of responses, younger participants reported lowest likelihood to attend an inter-County game, with the reverse true for older participants.

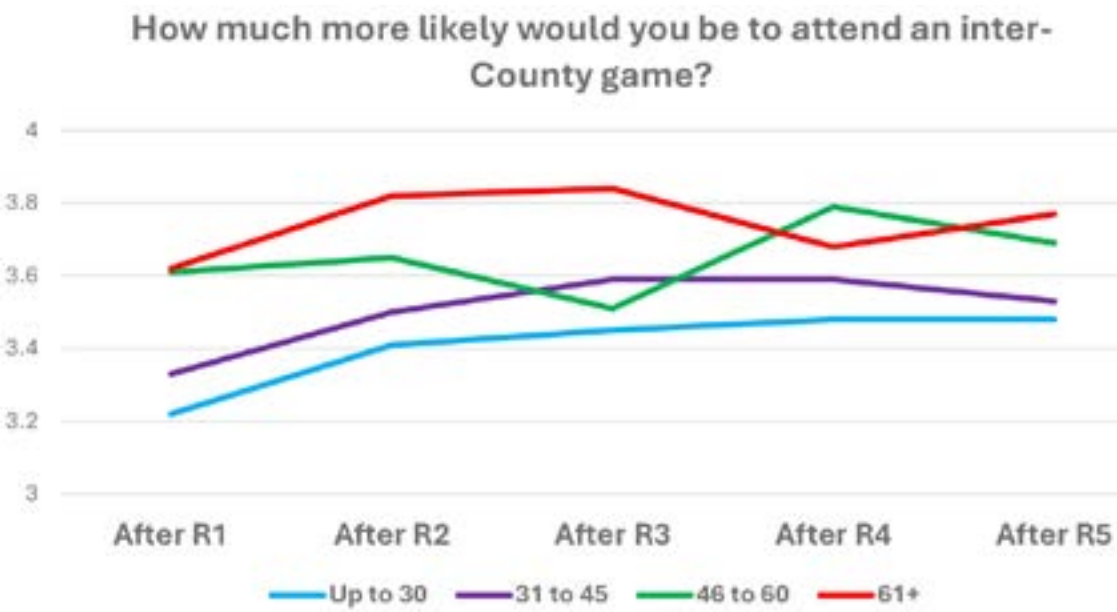


Figure 41: Comparison of Round week for the likelihood of attending an Inter County game according to the age of the respondent.

Focussing on responses from the island of Ireland, and those from Ulster were largely lowest in these responses, with those from Munster consistently highest. There was a reasonable amount of variation in responses (for example, around 3.0 compared to 3.6 at R1; Ulster v Munster).

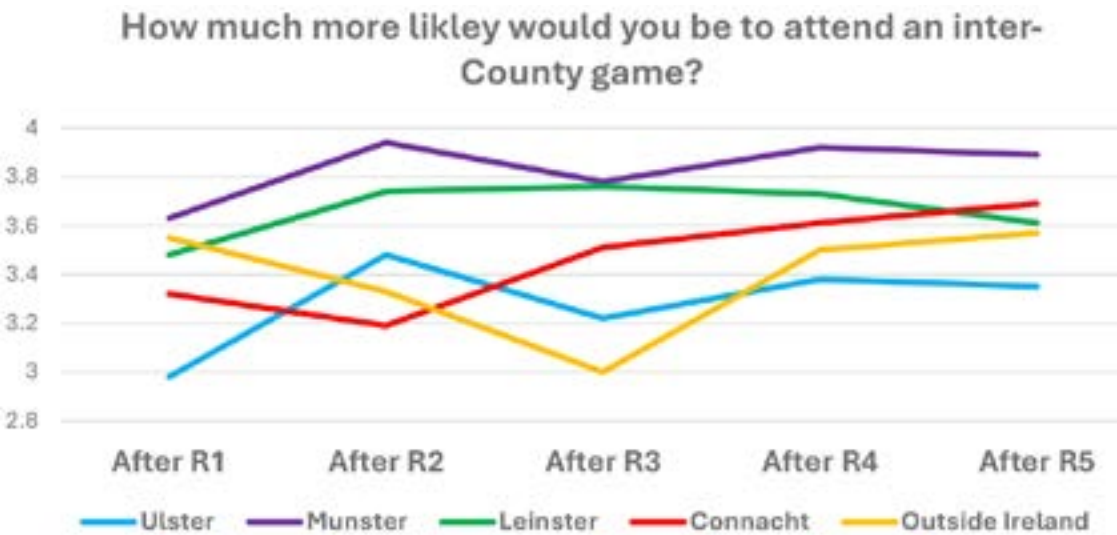


Figure 42: Comparison of Round week for the likelihood of attending an Inter County game according to province.

Depending on the particular sample, there is clear variation in the nature of the responses. For example, while Match Officials were highest at R1, R2, and R5 (on average), they were also among the lowest at R3 and R4 (with the caveat that the magnitude of differences at any time point is quite small).

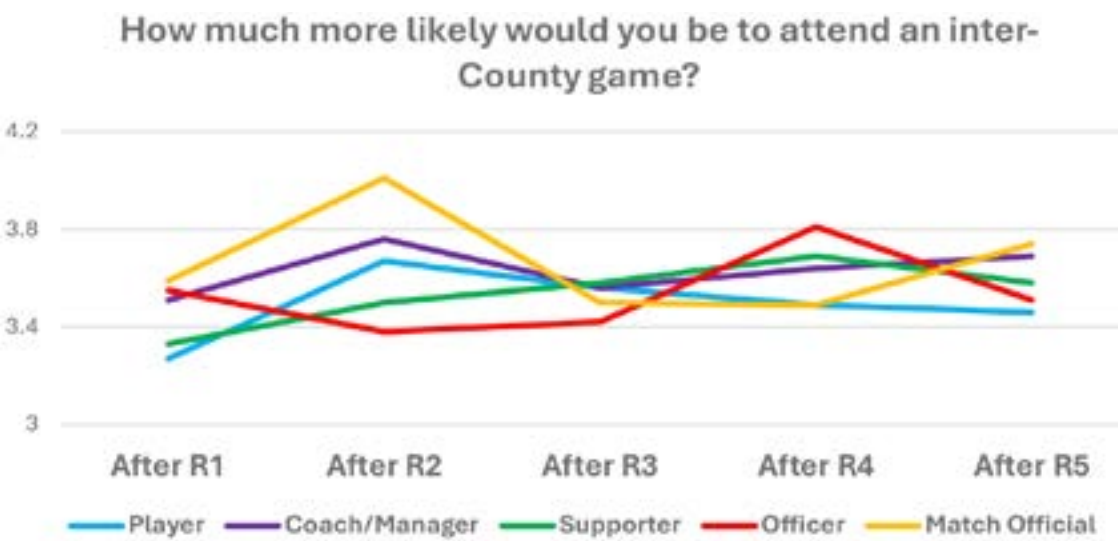


Figure 43: Comparison of Round week for the likelihood of attending an Inter County game according to role.

5.4.2 Club Game

A 5-point Likert scale was scored: 1 = much less likely; 2 = less likely; 3 = no difference; 4 = more likely; 5 = much more likely. As before, this question was not asked at baseline, given that the games had not begun, and therefore there would have been no basis upon which to have made this choice.

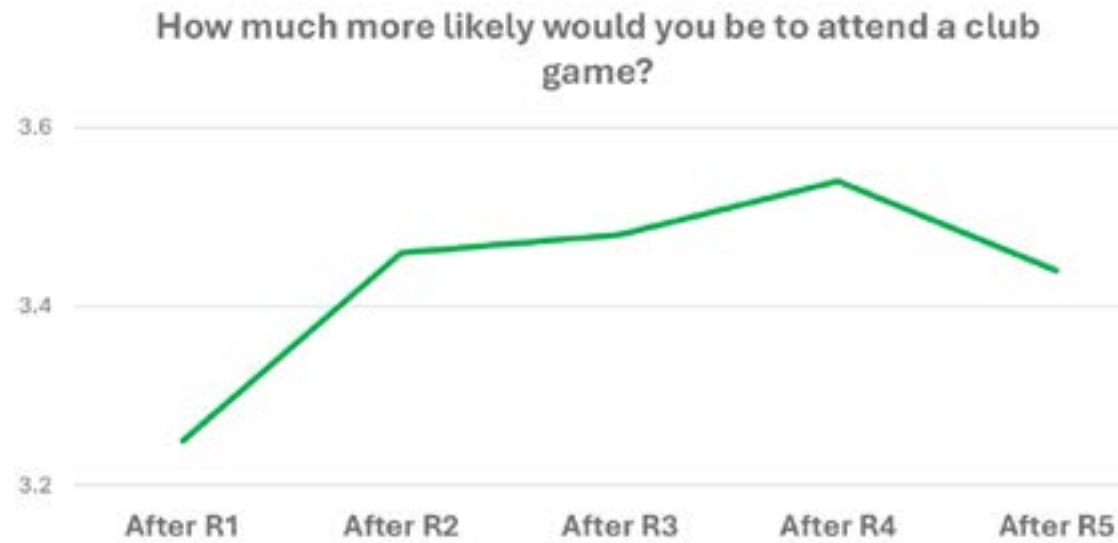


Figure 44: Comparison of Round Week for the likelihood of attending a club game

Across the 5 data collection points, there was very little overall difference in average responses (just over 3.2 compared to just over 3.4).

The same pattern that emerged for League position and likelihood to attend inter-County also emerged here (at R5). Those whose teams were in the top or bottom two were the most/least likely (respectively) to report interest in attending a club game.

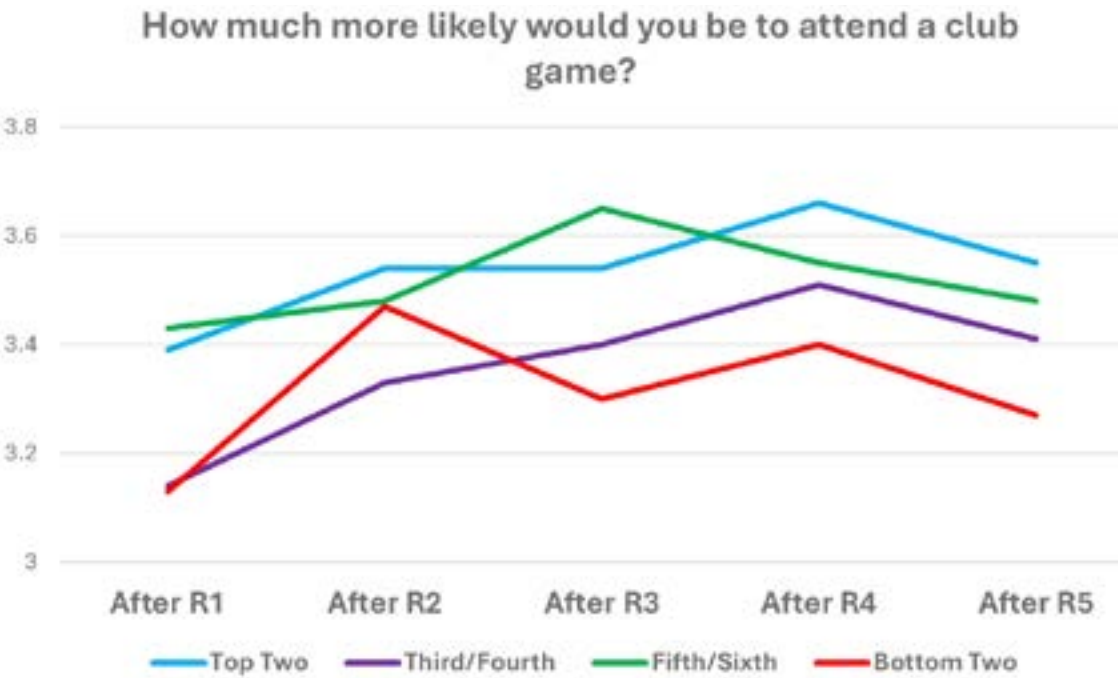


Figure 45: Comparison of Round Week for the likelihood of attending an Inter County game according to position in the league table following Round 5.

Here again, the general trend was for older participants to report higher likelihood, and younger participants to report lower likelihood

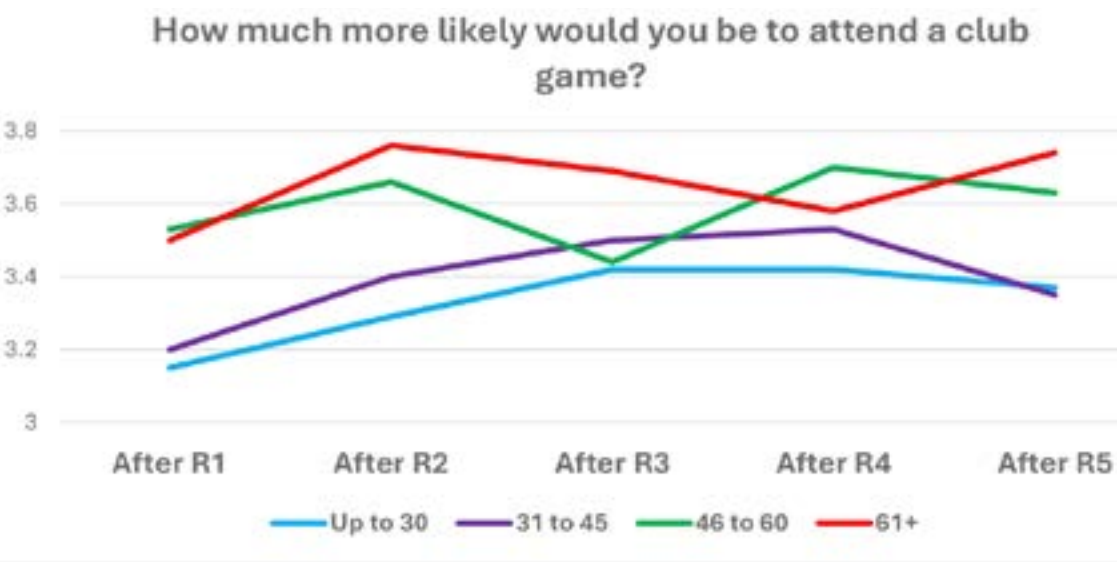


Figure 46: Comparison of Round Week for the likelihood of attending an Inter County game according to the age of the respondent.

Again, when fractured by Province, those in Munster report (in general) greatest likelihood, while those in Ulster (in general) report lowest likelihood.

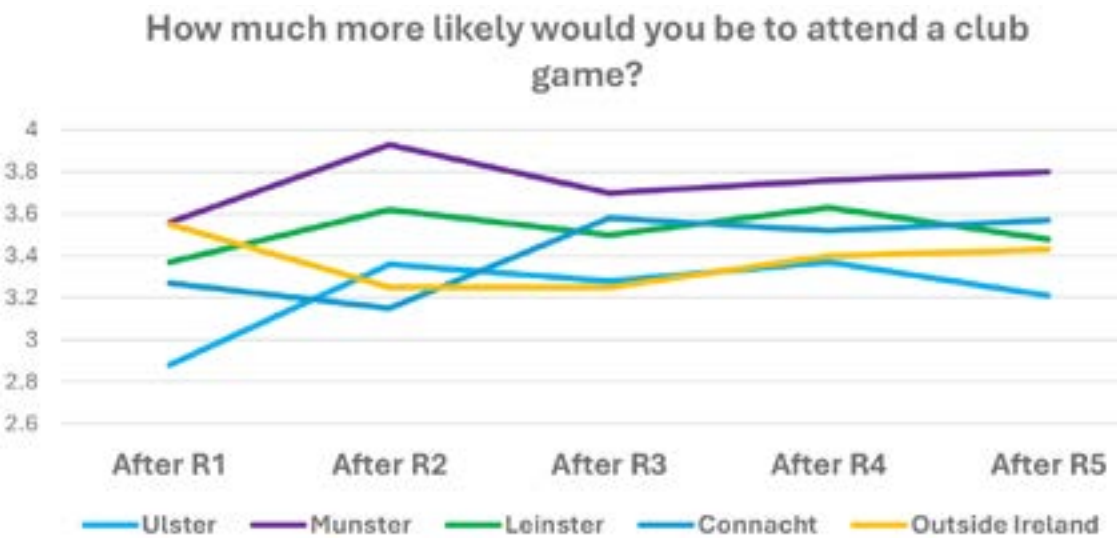


Figure 47: Comparison of Round Week for the likelihood of attending an Inter County game according to province.

The main observation about these results is that the apparent difference of opinion by role in Gaelic football, early in the League, have now largely coalesced.

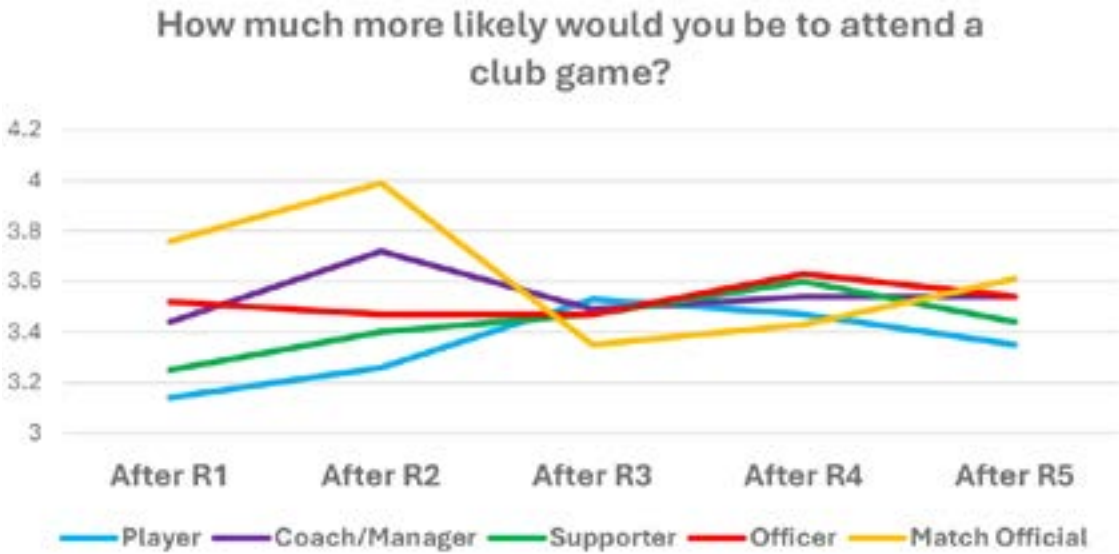


Figure 48: Comparison of Round Week for the likelihood of attending an Inter County game according to role.

5.5 WHETHER THE RULE ENHANCEMENTS HAVE CHANGED THE GAME

The vertical axis was set at 3 here, in order to have 'no difference' as the reference point. Participants reported that the Solo & Go, and the 3 Up/Back in particular, were enhancements that made Gaelic football a better game. The average scores are displayed at R1, R3 and R5 only for visual purposes.

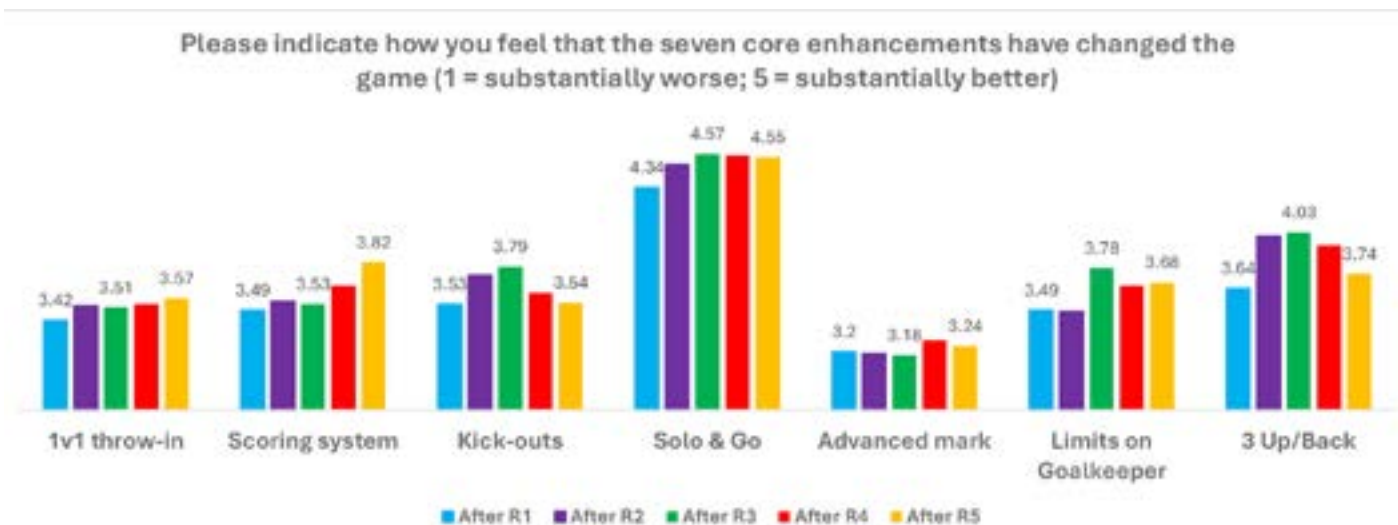


Figure 49: Whether the rule enhancements have changed Gaelic football according to each round of matches.

The vertical axis was set at 3 here, in order to have 'no difference' as the reference point. Participants reported that the Solo & Go, and the 3 Up/Back in particular, were enhancements that made Gaelic football a better game. The average scores are displayed at R1, R3 and R5 only for visual purposes.

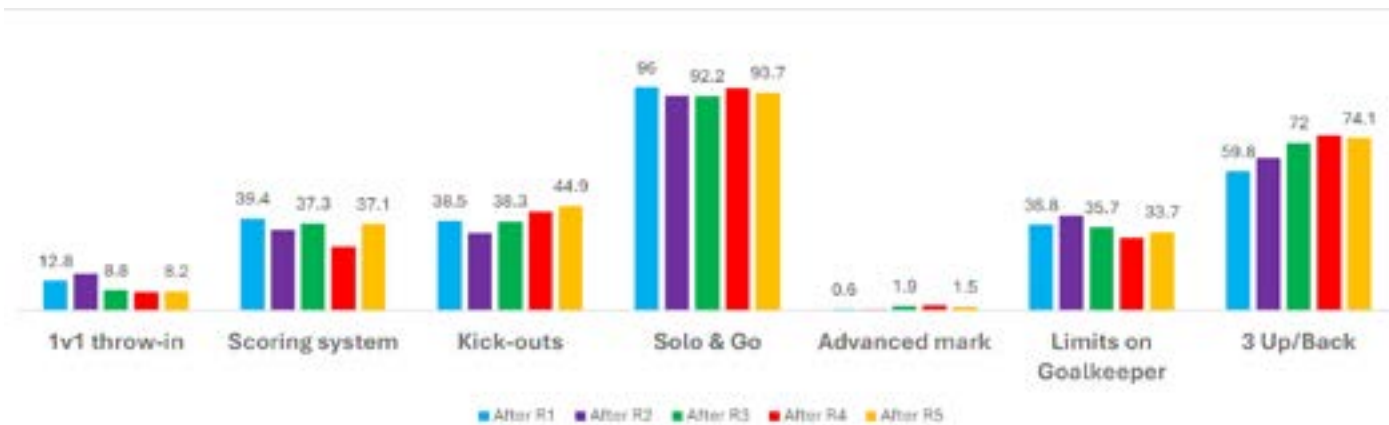


Figure 50: Which of the individual Rule Enhancements have been most beneficial to Gaelic football.

The above figure displays that in terms of positivity, the Solo & Go, and the 3 Up/Back, were overall viewed (proportionately) particularly positively.

6. NEXT STEPS

To further understand the impact of the FRC rule enhancements in Gaelic football, it is intended to conduct a detailed analysis of the collected data from both the cohort and public surveys. This will involve statistical analysis to identify significant trends and patterns related to the rule enhancements. The findings of this further analysis will be presented to the FRC following week 7 of the Allianz National Football League.

Participants in the Cohort group in particular are asked to complete this after Round 6 and Round 7. Having the maximum number of compliers, particularly at Round 7, is important.



GAA GAMES INTELLIGENCE UNIT

Allianz Football Leagues 2025

ROUND 5



TABLE 1. TOTAL VALUES IN RELATION TO RULE ENHANCEMENTS FOR EACH ROUND.

| | | Round 1 | Round 2 | Round 3 | Round 4 | Round 5 |
|------------------------|--|---------|---------|----------|---------|---------|
| Throw Up | Clean catch | 5 | 5 | 2 | 6 | 5 |
| | Won break ball | 27 | 27 | 28 | 22 | 25 |
| | Fouled within 10 seconds | 7 (22%) | 7 (22%) | 11 (37%) | 6 (21%) | 5 (17%) |
| Advance Mark | Advanced marks scores | 0 | 6 | 3 | 1 | 5 |
| Technical Fouls | Technical fouls | 50 | 52 | 67 | 57 | 71 |
| | Technical fouls not returned in full | 3 | 5 | 10 | 12 | 14 |
| Delay Fouls | Delay fouls | 21 | 18 | 27 | 33 | 27 |
| | Delay fouls moved inside the 40m arc | 8 | 8 | 11 | 20 | 13 |
| | Remained Inside the 40m arc | 5 | 4 | 8 | 12 | 8 |
| | Moved Outside the 40m arc | 3 | 4 | 3 | 8 | 5 |
| | Resulted in 2-Point scores | 3 | 4 | 4 | 6 | 4 |
| Dissent Fouls | Dissent fouls | 7 | 3 | 3 | 8 | 5 |
| | Dissent fouls moved inside the 40m arc | 3 | 0 | 3 | 2 | 3 |
| | Remained inside the 40m arc | 3 | 0 | 2 | 2 | 1 |
| | Moved outside the 40m arc | 0 | 0 | 1 | 0 | 2 |
| | Resulted in 2-Point scores | 0 | 0 | 1 | 1 | 0 |
| Structure Fouls | Number of 3v3 infractions | 14 | 17 | 18 | 13 | 24 |
| | Remained inside the 40m arc | 9 | 9 | 11 | 4 | 7 |
| | Moved outside the 40m arc | 5 | 8 | 7 | 7 | 11 |
| | Resulted in 2-Point scores | 3 | 6 | 4 | 4 | 9 |

TABLE 2. AVERAGE VALUES IN RELATION TO RULE ENHANCEMENTS FOR EACH ROUND.

| | | Round 1 | Round 2 | Round 3 | Round 4 | Round 5 |
|----------------------|---|----------|----------|----------|----------|----------|
| Game Clock | Total game time | 01:16:40 | 01:17:34 | 01:17:04 | 01:16:59 | 01:16:39 |
| | % Ball in play time | 57% | 55% | 58% | 57% | 56% |
| Kickouts | Primary poss from KO > 45m line (clean) | 36% | 38% | 35% | 36% | 35% |
| | Secondary poss from KO > 45m line (break) | 64% | 62% | 65% | 64% | 65% |
| | Average kick out duration | 21.5 | 23 | 20.7 | 21.2 | 19.5 |
| Goal Keepers | Passes to the goalkeeper | 16.6 | 16.4 | 22.8 | 23.9 | 25.7 |
| | <i>Passes to GK in midfield (HW – 45m line)</i> | 81% | 84% | 86% | 83% | 76% |
| | <i>Passes to GK in attack (> 45m line)</i> | 19% | 16% | 14% | 17% | 24% |
| | Goal Keeper Shots | 1.1 | 0.9 | 0.8 | 1.1 | 1.9 |
| Solo & Go | Average fouls per game | 31.6 | 32.4 | 29.5 | 32.4 | 32.3 |
| | <i>Solo and Go</i> | 9.1 | 9.9 | 7.3 | 7.7 | 8.5 |
| | <i>Kick pass</i> | 12.3 | 12.4 | 14.2 | 15.8 | 14.3 |
| | <i>Shot</i> | 10.2 | 10.1 | 8 | 8.9 | 9.5 |
| | Shots from solo & go (First phase) | 4.7 | 6.1 | 4 | 3 | 4.6 |
| | Scores from solo & go (First phase) | 2.8 | 3.4 | 2.1 | 1.7 | 3 |
| Scoring | Open play 1 point shots | 37.1 | 37.4 | 36.8 | 36.3 | 38.8 |
| | Open play 2 point shots | 7.9 | 7.5 | 9.1 | 8.6 | 8.3 |
| | Free Kick 1 point shots | 7.5 | 6.3 | 5.9 | 6.2 | 6.5 |
| | Free Kick 2 point shots | 2.7 | 3.8 | 2.1 | 2.7 | 3.0 |

TABLE 3. AFL ROUND 5 - AVERAGE EVENT DATA PER GAME ACROSS ALL DIVISIONS.**London vs Longford game excluded from the sample due to incomplete video footage.*

| | All Divisions | Division 1 | Division 2 | Division 3 | Division 4* |
|---|---------------|--------------|--------------|--------------|--------------|
| No of games | 15.0 | 4.0 | 4.0 | 4.0 | 3.0 |
| Possessions | 82.1 | 80.0 | 81.0 | 85.2 | 82.3 |
| Goalkeeper involvements in team possessions | 15.5 | 13.5 | 16.5 | 20.8 | 9.7 |
| Goals | 2.2 | 1.8 | 2.5 | 1.2 | 3.7 |
| 2 Point scores | 4.3 | 5.5 | 5.0 | 3.5 | 3.0 |
| Points | 25.5 | 25.5 | 27.8 | 24.8 | 23.7 |
| Passes | 504.1 | 501.8 | 449.2 | 548.8 | 521.0 |
| Passes to goalkeeper | 25.7 | 22.0 | 27.5 | 36.2 | 14.0 |
| Kick passes | 111.9 | 87.2 | 109.0 | 133.8 | 119.3 |
| Hand passes | 392.3 | 414.5 | 340.2 | 415.0 | 401.7 |
| Hand pass/Kick pass ratio | 3.5 | 4.8 | 3.1 | 3.1 | 3.4 |
| Kick outs | 47.5 | 49.8 | 48.8 | 43.5 | 48.3 |
| Short kick outs (inside 45m line) | 11.5 | 12.5 | 11.2 | 7.5 | 15.7 |
| Medium kick outs (45m-65m line) | 14.0 | 13.5 | 14.2 | 13.0 | 15.7 |
| Long kick outs (+65m line) | 22.1 | 22.8 | 24.5 | 23.0 | 17.0 |
| Kick outs retained (%) | 60.7 | 54.8 | 68.2 | 57.5 | 62.8 |
| Contested kick outs | 29.7 | 30.5 | 31.2 | 29.5 | 26.7 |
| Contested kick outs (%) | 62.4 | 61.3 | 64.1 | 67.8 | 55.2 |
| Primary possession (clean) inside 45m line | 10.5 | 11.2 | 10.2 | 7.2 | 14.0 |
| Primary possession (clean) beyond 45m line | 10.5 | 9.5 | 8.5 | 12.5 | 12.0 |
| Secondary possession (break) beyond 45m line | 19.9 | 19.8 | 22.5 | 20.8 | 15.3 |
| Shots | 58.9 | 61.0 | 60.0 | 56.5 | 57.7 |
| Scores | 32.1 | 32.8 | 35.2 | 29.5 | 30.3 |
| Productivity | 5.0 | 5.2 | 5.6 | 4.2 | 4.9 |
| Shots from play | 47.1 | 49.2 | 45.2 | 47.8 | 46.0 |
| Scores from play | 23.5 | 24.0 | 24.0 | 23.2 | 22.3 |
| Shot/Score ratio from open play (%) | 49.8 | 48.7 | 53.0 | 48.7 | 48.6 |
| Shots from placed Balls | 11.7 | 11.8 | 14.8 | 8.8 | 11.7 |
| Scores from placed Ball | 8.6 | 8.8 | 11.2 | 6.2 | 8.0 |
| Shot/Score ratio from placed balls (%) | 73.3 | 74.5 | 76.3 | 71.4 | 68.6 |
| 2 Point shots | 11.4 | 13.8 | 13.0 | 9.0 | 9.3 |
| Shot/Score ratio from 2 point shots (%) | 38.0 | 40.0 | 38.5 | 38.9 | 32.1 |
| Turnovers (Lost) | 32.4 | 28.5 | 30.0 | 39.8 | 31.0 |
| Turnover rate (%) | 39.4 | 35.6 | 37.0 | 46.6 | 37.7 |
| in defensive third (end line to 45m line) | 2.5 | 2.2 | 3.2 | 3.0 | 1.3 |
| in middle third (45m line to opp 45m) | 7.0 | 6.8 | 6.0 | 8.8 | 6.3 |
| in attacking third (opp 45m line to end line) | 22.9 | 19.5 | 20.8 | 28.0 | 23.3 |
| Fouls | 32.3 | 31.2 | 34.8 | 32.8 | 29.7 |
| in defensive third | 10.7 | 12.0 | 13.2 | 8.0 | 9.3 |
| in middle third | 14.1 | 13.0 | 16.0 | 14.8 | 12.0 |
| in attacking third | 7.5 | 6.2 | 5.5 | 10.0 | 8.3 |

TABLE 4. GAME CHARACTERISTICS COMPARISON (AVERAGE PER GAME) WITH THE 2023 & 2024 AFL AND CHAMPIONSHIP.

** 2023 & 2024 league and championship data from previous GAA statistical reports.*

| Variable | *2023 AFL (n = 15) | *2023 Championship | *2024 AFL (n = 15) | *2024 Championship | Round 1 | Round 2 | Round 3 | Round 4 | Round 5 |
|---|-----------------------|-----------------------|-----------------------|-----------------------|---------|---------|---------|---------|----------|
| Total game time | 1:17:43 | 1:17:28 | 1:17:05 | 1:17:16 | 1:16:40 | 1:17:34 | 1:17:04 | 1:16:59 | 01:16:39 |
| % Ball in play time | 57% | 59% | 60% | 62% | 57% | 55% | 58% | 57% | 56% |
| Kick outs | | | | | | | | | |
| Kick outs per game | 40 | 45 | 43 | 42 | 44 | 47 | 43 | 44 | 48 |
| % of Kick outs short (inside 45m line) | 41% | 51% | 48% | 53% | 21% | 21% | 21% | 20% | 24% |
| % of kick outs long (+45m line) | 59% | 49% | 52% | 47% | 79% | 79% | 79% | 80% | 76% |
| Primary possession (clean) beyond 45m line | - | 8 | - | 7 | 10 | 12 | 11 | 10 | 11 |
| Secondary possession (break) beyond 45m line | - | 4 | - | 3 | 18 | 20 | 20 | 18 | 20 |
| Average kick out duration | 19.3 | 18.3 | 20.5 | - | 21.5 | 23.0 | 20.6 | 21.2 | 19.5 |
| Contested kick outs (%) | 43% | 36% | 35% | 26% | 61% | 64% | 68% | 67% | 63% |
| Passing | | | | | | | | | |
| Hand pass count | 404 | 412 | 419 | 450 | 392 | 382 | 408 | 401 | 392 |
| Total Kick pass count (includes free kicks and sidelines) | 129 | 128 | 138 | 131 | 123 | 113 | 127 | 114 | 112 |
| Open Play Kick Pass | - | - | - | - | 94 | 83 | 100 | 85 | 84 |
| Hand pass: Kick pass ratio | 3.2 | 3.2 | 3.1 | 3.4 | 3.2 | 3.4 | 3.2 | 3.5 | 3.5 |
| Shooting | | | | | | | | | |
| Total shots | 49 | 54 | 52 | 50 | 56 | 57 | 55 | 55 | 59 |
| Total scores | - | 31 | - | 31 | 30 | 33 | 30 | 29 | 32 |
| % of shots from open play | 71% | 76% | 78% | 78% | 80% | 79% | 83% | 82% | 80% |
| Shot/Score ratio from open play (%) | 49% | 51% | 50% | 52% | 50% | 54% | 50% | 49% | 50% |
| Shot/Score ratio from placed balls (%) | 75% | 82% | 67% | 79% | 71% | 73% | 74% | 70% | 73% |
| Defending | | | | | | | | | |
| Total turnovers (Lost) | 32 | 29 | 31 | 27 | 37 | 33 | 38 | 34 | 32 |
| Total fouls | - | 30 | - | 24 | 32 | 32 | 30 | 32 | 32 |

A handwritten signature in black ink, reading "Shane Flanagan". The signature is fluid and cursive, with a long horizontal stroke at the end.

Shane Flanagan,
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