



# **Playing Rules Approved for Experimentation**

## **Media Briefing**

**Tuesday 27<sup>th</sup> November 2018**

**David Hassan- Cathaoirleach, Standing  
Committee on the Playing Rules**

# SCPR Playing Rules Approved for Experimentation

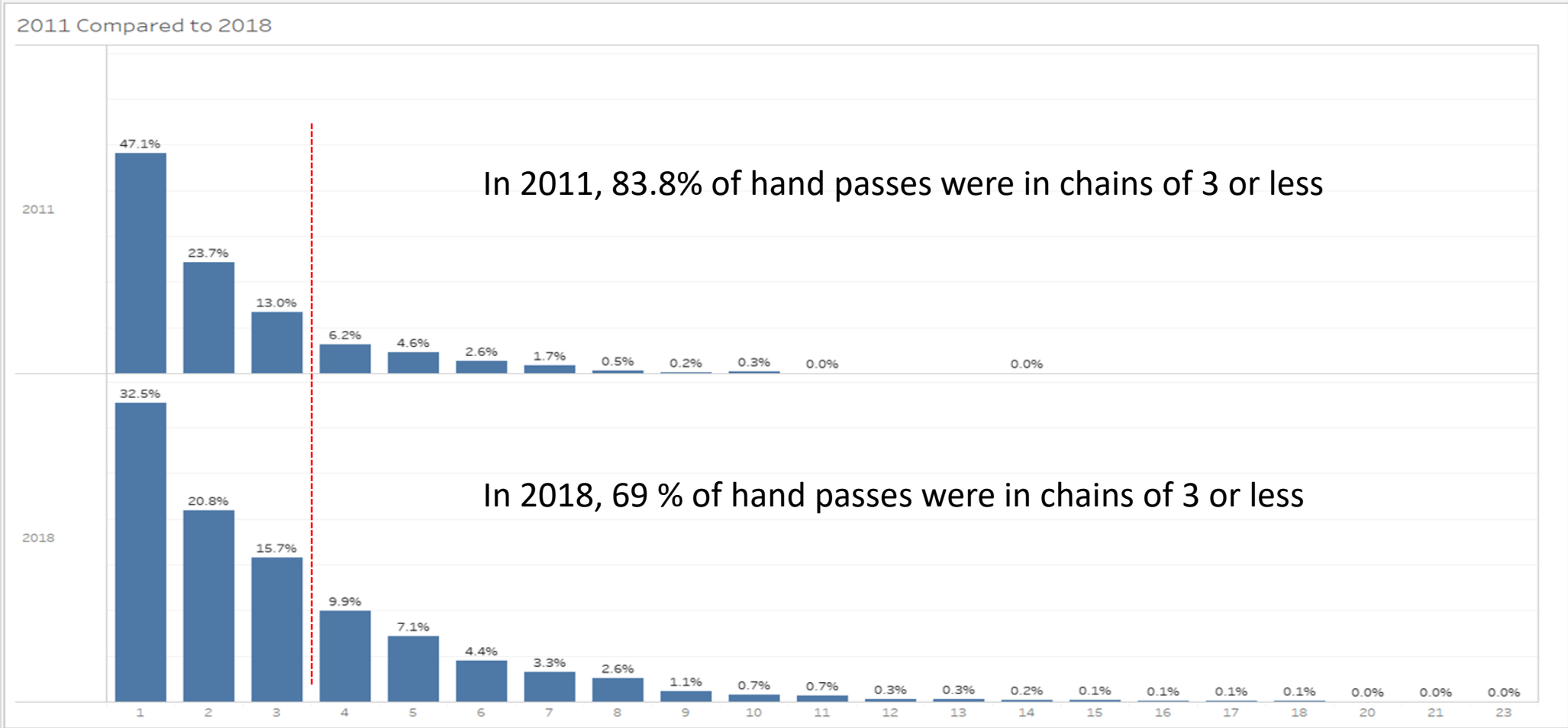
## Overview

- **June/July 2018:** Consultation process with County Boards in relation to Playing Rules
- **July 2018:** Meeting with Chairperson, Referee's Development Committee
- **October 2018:** Consultation process with Senior Intercounty football players/managers/referee's on proposed playing rules for experimentation
- **October 2018:** 9 trial games held to identify any unintended consequences/challenges arising from the possible implementation of the proposed playing rules for experimentation.
- **November 2018:** Following review and analysis of consultation responses/feedback from key Stakeholders/trial games/data sets, SCPR finalised its position in respect of proposed playing rules for experimentation to be submitted to An Coiste Bainistíochta and Ard Chomhairle for decision.

## SCPR Playing Rules Approved for Experimentation

- **Hand Pass** : To introduce a restriction of three consecutive passes of the ball with the fist or open hand by players of the team in possession. The playing of the ball by open hand(s) or fist for the purpose of scoring a point shall not be deemed a hand pass. **Once an opponent touches the ball in play, this will be considered a break in the hand pass chain.**
- **Aim:** To counteract the over use of the Hand-Pass
- **Rationale: (Data compiled by Rob Carroll- GaelicStats)**
  - Data from 322 Championship Football Games 2011-2018
  - Exponential increase in the average number of Hand-Passes per game. Since 2011 there has been an average increase of over **100 Hand-Passes** per game (251-v-359)
  - Statistics from 38 Senior Intercounty football games in 2018 revealed a ratio of 3.4 hand passes attempted for every foot pass.
  - In 2018 All Ireland Senior Football Final, 75% of all passes played were in the form of a hand pass or fist pass.

# SCPR Playing Rules Approved for Experimentation



## SCPR Playing Rules Approved for Experimentation

- **Sideline Kick:** That the ball shall be played in a forward direction from the kick, except where the kick is inside the 20m line of the opposing team.
- **Aim:** To generate more contested possessions, to encourage the ball to be returned to play quickly and to further initiate offensive play.
- **Rationale: (Data compiled by Player, Club and Games Administration Department)**
  - 10 games analyzed in 2018 Senior All Ireland Football Championship
  - **Whilst, overall, 21% of frees went backwards**
  - **45%** of all sideline kicks went backwards
  - **52%** of all sideline kicks awarded in defensive half of field went backwards
  - **36%** of all sideline kicks awarded in attacking half of field went backwards

## SCPR Playing Rules Approved for Experimentation

- **The Advanced Mark:** To extend the application of the Mark to the clean catching of the ball inside a 45m line from a kick in play (i.e. not from set-play) delivered by an attacking player on or beyond the opposing team's 45m line, that travels a minimum of 20 metres and without it touching the ground.
- **Aim:** To incentivize Catching and Kicking, Creative and Innovative Play
- **Rationale: (Data compiled by Rob Carroll- GaelicStats)**
  - The current 'Mark' has facilitated catching of the ball from the kick out
  - The average number of kick passes per game has fallen by almost 15% in total since 2011. Overall, 127 Foot-Passes per game in 2011 v 110 foot passes per game in 2017.
  - The number of kick passes in Intercounty Gaelic football will, based on this predictive trend (ceteris paribus), be below 96 kick passes per game by 2023.

## SCPR Playing Rules Approved for Experimentation

- **Sin-Bin:** To have a Penalty on the day for a Black Card Infraction by ordering off the offending player for 10 minutes in a Sin Bin.
- **Aim:** To reduce the increase in cynical play/professional fouls and implement a penalty which encourages behavioural change
- **Rationale: (Data compiled by Player, Club and Games Administration Department)**
  - Current assessment is that the Black Card is having a positive impact but greater consistency is required
  - The introduction of the Sin-Bin would assist with behavioural change and discourage foul play

| Competition                                   | No. of Games | No. of Black Cards |
|---|--------------|--------------------|
| NFL 2018                                      | 111          | 92                 |
| All Ireland Senior Football Championship 2018 | 68           | 64                 |

## SCPR Playing Rules Approved for Experimentation

- **Kick-Out:** The kick-out shall be taken off the ground from a point on the part of the 20m line that forms the semi-circular arc.
- All players, other than the Goalkeeper (and another player if the goalkeeper is not taking the kick-out) shall be outside the 20m line, outside the arc and 13m from the ball until it has been kicked.
- **Penalties:** For another player on the team taking a kick-out being outside the 20m line, outside the arc and 13m from the ball until it has been kicked.
- **Penalty:**
  - (i) Cancel kick out
  - (ii) Throw-in the ball on defenders' 20m line in front of the scoring space.
- **Aim:** To encourage teams to kick the ball further up the field from the kick out and respond to the changing nature of kick outs over the past 7 seasons. To discourage teams from employing a 'blanket defense' style tactic. To present opportunities for the skill of clean catching.



# SCPR Playing Rules Approved for Experimentation

## Rationale: (Data compiled by Rob Carroll- GaelicStats)

- Data from 2018, indicates a very significant decline in kick-outs crossing the 45m line.
- Incidences of this in Senior Intercounty Gaelic football has dropped by almost 40% in only 8 seasons.
- The number of short kick outs has grown by close to 400% over the same period.

| Distance | 2011 | 2018 |
|----------|------|------|
| Long     | 86%  | 53%  |
| Short    | 14%  | 47%  |

# SCPR Playing Rules Approved for Experimentation

## Conclusion

- The total number of hand pass 'chains' containing 4 or more hand passes has grown by 20% in the past 7 seasons.
- If the situation remains unchanged, by 2024 and the next SCPR Experimental proposals, the number of kick passes in an average game of inter-county Gaelic football will be between 90 and 95.
- Almost 6 in every 10 players surveyed strongly agreed/ agreed with the proposal to introduce a sin-bin sanction for black card infractions
- The number of kick outs passing the 45m line has fallen 40% since 2011 although players do not like this proposal.