

# Newsflash – issue 15

## 4<sup>th</sup> July 2010



### **Changing Fixture details or arranging a friendly game?**

For IAFOA, you need to contact our scheduler – Michael Smith ([mps\\_iafoa@yahoo.ie](mailto:mps_iafoa@yahoo.ie)) – to get approval. If there is a late change to game arrangements, contact Michael (087-2400819) as soon as possible upto game time so that he can pass on details to the relevant game day officials.

### **Queries about Team Official game payments?**

For IAFOA, you need to contact our new Treasurer – Andy Phillips ([andy\\_phillips001@btinternet.com](mailto:andy_phillips001@btinternet.com)) or (+44 (0) 7711725969). Please delay any queries for a few weeks as we need to transfer details from our outgoing Treasurer.

### **Team Officiating assignments updated by e-mail from Michael Smith**

**All officials assigned to games must arrive at the venue 90 minutes prior to Kick-Off**

Date	League	Home Team	Away Team	KO
18 Jul 10	IAFL	Cork Admirals	West Dublin Rhinos	14:00
25 Jul 10	IAFL	UL Vikings	Carrickfergus Knights	14:00
25 Jul 10	IAFL	Dublin Rebels	Cork Admirals or Wes Dublin Rhinos	14:00
7 Jul 10	IAFL	Shamrock Bowl XXIV, Tallaght Stadium		14:00

### **Rules Interpretations**

- “Take a Knee” play – read [Week 4’s Newsflash](#)
- Charged Timeouts & Coaches Conference – read [Week 5’s Newsflash](#)
- Scrimmage Kicks – read [Week 8’s Newsflash](#)
- Block Below the Waist – read [Week 10’s Newsflash](#)
- Football Code (extract) – read [Week 12’s Newsflash](#)

### **This week’s question**

**Play:** A’s ball, 3rd and 4, on B’s 8. Ten seconds remain in the fourth quarter. The score is A20-B21. A7’s field goal attempt is blocked and simultaneously recovered by A63 and B75 on B’s 12. Four seconds remain on the clock. Next play and clock?

**Ruling:** ?????

### **Last week’s question**

**Play:** A’s ball on A’s 40, 2nd and 8. Wingback A43 goes legally in motion past the QB. Tailback A29, in a two-point stance, moves his shoulders (more than a slight adjustment) but does not simulate action at the snap. A29 is stationary at the snap but A43 continues in motion. A29 advances to A’s 49 where he is downed.

**Ruling:** All players of the offensive team must come to an absolute stop and remain stationary in their positions, without movement of the feet, body, head or arms, for at least one second before the ball is snapped. This was a shift since two players were moving at the same time prior to the snap. If A29 was the only player moving, he need only be stationary at the snap but not for a full second. A’s ball on A’s 35, 2nd and 13.

# Newsflash – issue 15

## 4<sup>th</sup> July 2010

### DISCIPLINARY CASES

NAME	#	TEAM	CODE	Q	OFFENCE	SUSPENDED

### GAME MANAGEMENT REPORTS

HOME TEAM	REPORT	NEXT HOME GAME & VISITING TEAM
<b>Week ending 4 July</b>		
Cork Admirals	90 yd field(x3); no hash marks but continuous line(x3) (played at Blarney Castle)	18 July West Dublin Rhinos
Craigavon Cowboys	no hash marks (played at Lurgan)	None listed
Carrickfergus Knights (DV8)	Played at Lurgan as part of double header	None listed
West Dublin Rhinos	90yd field (x4)	None listed
<b>Previous weeks (since start of season)</b>		
UL Vikings	90 yd field; short hash mark with continuous line (at St.Munchins College)	25 July Carrickfergus Knights
Dublin Rebels	90yd field(x4) ; no hash marks but continuous/broken line (x4)	25 July Cork Admirals or West Dublin Rhinos
Belfast Trojans	90 yd field(x3); no hash marks but dashed line (x3) (played at Carrickfergus on 13 June)	None listed
Carrickfergus Knights	90yd field(x3); no hash marks (x2); 8yd endzones (x2)	None Listed
Dublin Dragons	No coaching line or team area (x3); markings faint – probably rain affected	None listed
Trinity College Dublin	90yd field (x4); no hash marks but lines too far from sideline; end-zones 10yds but goals 2 yds further back (x2)	None listed
University College Dublin	90yd field(x2); no hash marks(x2) (Played at ALSAA)	None listed
Dublin Rebels (DV8)	Played on normal IAFL pitch with League approval	None listed
DCU Saints	94/90yd field(x4); no hash marks but continuous line(x4)	None listed

# Newsflash – issue 15

## 4<sup>th</sup> July 2010

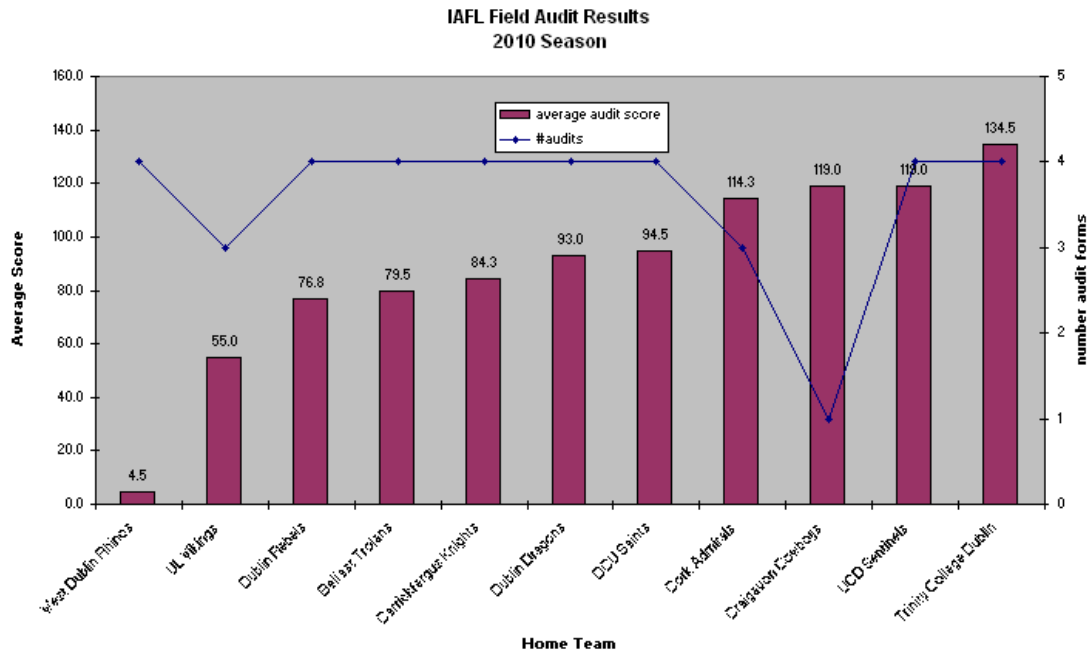
### Analysis of Game data from 2010 Season (excluding DV8 matches)

#### Field Audit scores

Each Referee completes a Field Audit Form when he arrives at the venue. A perfect Field will score zero points

Well done to West Dublin Rhinos with an average of 4.5 for the effort made in marking the field over the season

To put this in context – the 2009 winner in UK scored an average of 15.6 points



#### Average Game time

From 42 Game Report forms for IAFL season

- 10 games excluded from analysis due to injury delays or game not running to full time
- From 32 remaining games, 23 fell between 2hr 20mins to 2hr 40mins
  - Average game time 2hr 34mins
  - Shortest game – 2hr 12mins
  - Longest game – 2hr 55mins

# Newsflash – issue 15

## 4<sup>th</sup> July 2010

### Penalty Survey

For the 2011 season, we will try to develop some more detail within the penalty coding to identify how the PF & UNC bars break down – they cover a wide range of issues.

