

### **Rule F2.2: Extension of Power Play Period**

Trial: The Power Play Period duration is the last two minutes of playing time in each quarter (increased from 90 seconds).

Rationale: The longer period will provide more opportunities for double goal points and allow the timing, broadcast and event presentation elements around the Power Play Period to be enhanced.

### **Rule F9.2: Power Play goal points**

Trial: In the Power Play Period only 2 goal point and 3 goal point shots are doubled in value. 1 goal point shots remain 1 goal point in the Power Play Period.

Rationale: The Power Play Period was introduced to encourage teams to maximise goal points by shooting further away from the goalpost. The use of the higher scoring zones during the Power Play Period compared with the rest of the quarter has been found to be statistically negligible. With a 3 point differential between 1 goal point and 4 goal points in the Power Play Period, we believe this will provide a more meaningful incentive to reward shots from higher scoring zones.

### **Rule F11: Using possession**

Trial: 1) Once the ball has progressed out of one third (towards the attacking team's scoring end), it cannot be passed back in to that third and 2) More detailed guidelines for umpires to assist with application of "use it".

Rationale: With regard to the objectives of FAST5, a team in possession is expected to progress play to its goal end to attempt to score a goal. Previously, this was left solely to the judgement of the umpires and observations and feedback was that this was not consistently applied. This trial adds an objective requirement, while prescribing in more detail what umpires should consider without limiting the tactical choices of a team once it reaches their scoring end.

These FAST5 Rules trials are an important part of the process for the review of the FAST5 Rules overall and the opportunity to see these in a match setting, combined with anecdotal feedback, analysis and data will be invaluable.