

Key factors

- The purpose of the key factors is create a **common basis** in **analysing** and **judging** physical play situations.
- The **most relevant aspects** to be considered in connection with physical play are covered.
- The key factors allow a **structured analysis** of physical play situations by assigning a **risk value** to them.
- This facilitates the finding of a **common understanding** instead of judging situations in general.
- Using the key factors helps to assign **the most appropriate keyword** to the situation.

Key factors

The following key factors have been defined:

- Speed
- Force
- Contact
- Direction
- Intention
- Outcome

DISCO-F

These key factors are not mentioned in the RotG - they are a help when analysing situations.

Key factor - Speed

SPEED covers every aspect linked to the velocity of players in the situation.

- With what speed do the player/players enter the situation?
- Speed considers as well the **speed of the single players** as well as the speed difference (called **relative speed**) between players.

High risk values in terms of speed are linked to...

- High overall speed in the situation
- High relative speed between players

Key factor - Force

FORCE covers every aspect about the force applied in the situation.

- How **great** was the force in the physical contact?
- Did the offending player try to **maximise** the force in the tackle?
- How did the offending player **aim** the force – up towards the head or straight into the body?

High risk values in terms of force are linked to...

- Maximising the force in the tackle
- Direction of force upwards (against the head)

Key factor – Contact

CONTACT covers every aspect about the contact between the involved players.

- **Where** on the body did the physical contact happen?
i.e. Shoulder/shoulder, low towards the knees/legs, to the head, with the elbow etc.
- What chance had the non offending player have to “**meet**” the physical contact?

High risk values in terms of contact are linked to...

- Contact towards the head
- Contact with fists, knees or elbows.
- Contact point disabling the opponent player to meet the contact.

Key factor – Direction

DIRECTION covers every aspect about angles, directions and predictability of the contact.

- In what **angle** did the players enter the situation?
- Did the offending player go with the opponent or is it a “**dead stop**”?
- Did the non-offending player have any chance to **see and anticipate** the contact?

High risk values in terms of direction are linked to...

- Impact from the front / back
- No adaption of the opponents direction (‘dead stop’)
- Contact can neither be predicted nor anticipated.

Key factor – Intention

INTENTION covers every aspect about the purpose behind the occurring contact.

- What is the offending player's **purpose/intent** with the physical contact?
E.g. Win the ball, go solely for the tackle, taking revenge?
- Is a bad **physical contact** just conceded or tried to be avoided?

High risk values in terms of intention are linked to...

- Bad intentions
- No interest in playing the ball.

Key factor – Outcome

OUTCOME covers the actual incident in the situation, i.e. what has happened

- What was the **consequence** for the offended player and/or the team?
- Did the player **not even notice** the physical contact or did the player become **unconscious**?
- It is crucial **how a situation looks** from the team's, the spectator's and the TV viewers point of view.
- Weighing in the outcome is a key factor for the **comprehension** of calls.

High risk values in terms of outcome are linked to...

- Physical contact is taking place
- An obvious consequence for the offended player, e.g. injury.