



PLAY



P-Play

Four facts about football

Beauty. Football is one of the most beautiful sports in the world. It is one of a few sports where fairy tales can truly happen. David can defeat Goliath! An amateur team can defeat the reigning champion in the Cup-competition! Greece or Denmark can become European champions, despite the rankings suggesting otherwise. In most other sports the strongest team or player will nearly always be guaranteed victory.

Popularity. Football is very popular among all age groups. That is largely because of the unexpected. The more there is at stake, the greater the popularity.

Entertainment. Most of the time football is an extremely entertaining sport. It only becomes boring when neither team dares to take a risk and just lets the match time run out. This is what often happens during extra time, when everything is at stake. The teams wait for the Penalty shootout (kicks from the Penalty spot), putting all their trust in that it will bring their victory. They are first and foremost concerned with the defence and offence becomes limited as a result.

Cruelty/Viciousness. The most vicious side of football is that it is pre-determined to make one individual take the fall or be the 'scapegoat' for his/her team (and often nation) and another one to be the hero, when there is so much to win and everything to lose. This happens when a game concludes with a Penalty shootout, after normal game time and extra time have resulted in a level score. Many such 'scapegoats' from the history of football have never recovered; they have never been able to hold their heads high and have been made to shoulder the great burden of this perceived responsibility. Most vicious and unfair of all is that the 'scapegoat' is born during the very last seconds of the game, with the ultimate penalty kick!



P-Play

Searching for a solution

Since their foundation, both **FIFA** and **UEFA**, have looked for ways to settle level games in a fair way. In recent decades the Associations have tried to prevent boring and uneventful extra time and this manufacturing of 'scapegoats'. Let's look at the list:

Solution 1: A coin toss is used to decide the result of a level game.

Solution 2: Game stopped after 90 minutes and a new game is made to decide the result.

Solution 3: Game stopped after 90 minutes and extra time and a new game is made to decide the result.

Solution 4: Penalty shootout. Each team has five penalty kicks, but then sudden death is introduced if the score is still level, to try and conclude the game. This way of doing it is very entertaining for the audience – but extremely cruel/unfair towards the players in its current format – as described previously.

Solution 5: Golden Goal was invented, possibly to try to avoid the Penalty shootout.

Solution 6: Silver Goal.

Solution 4 – again: Penalty shootout once more, despite the inevitable scapegoats and the often boring extra time where one team – and sometimes both – are simply biding their time until the Penalty shootout.



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A new solution found!

I was a FIFA-Referee for 13 years, a Referee for 33 years and still serve as a Referee's Delegate and a member of the Referee Committee of Iceland. I love football and want to ensure its future prosperity.

The solution to the problem at hand occurred to me a few years back and I have kept it in the back of my mind ever since, whenever I watch a game of football. This is what has brought me here, to introduce my idea to you, fine representatives of UEFA. In my opinion this is a solution where everyone wins, a definite win-win situation, if ever there was one.

I call the solution P-Play.

P-Play

P-Play involves a simple but very effective change from the current system. It does **not** involve changing the Laws of the Game, but rather the rules and structure of the competition. As I see it, this means that the change as such does **not** have to be approved by FIFA.

P-Play involves the following:

If the teams are level at the end of normal playing time there will be a 5 minute break, as is customary. **Then there is a Penalty shootout!** When the result has been reached, there will be another 5 minute break.

After the break, extra time begins. **The score of the game is still even and the results of the Penalty shootout only come into play if the game is still even at the end of extra time. Then the team that won the Penalty shootout is the victor – if not the team that wins during extra time!**

The name **P-Play** is a shortening of Penalty-Play or possibly Power-Play.



P-Play

Extraordinary advantage!

P-Play will allow football lovers to enjoy more Penalty shootouts than before. This will increase the popularity of the game. It allows the media to draw up 'duels' between the goalkeeper and the opponent's kicker, before the game.

With P-Play uneventful and boring extra time will be a thing of the past. The team that loses the Penalty shootout will know that they have everything to lose and will try all they can to ensure their victory during extra time.

With P-Play the 'scapegoats' will also be a thing of the past! A failed penalty kick is no longer the last moment of the match. The alleged 'scapegoat' – and all his team mates – now has 2 x 15 minutes to make up for the mistake and render it meaningless. That is a completely altered scenario!

With P-Play the capacity for TV stations to sell more Ad-time is dramatically increased, because the likelihood of a Penalty shootout is so much greater. 2 x 5 minute ad break, before and after a Penalty shootout, is a HUGE deal financially speaking! As a result UEFA has an even more valuable product than before.

8 Penalty shootouts during World Cup 2014 with P-Play!

During the recent World Cup 8 out of last 16 matches ended up going into extra time and 3 of those resulted in a Penalty shootout. If **P-Play** had come into play the Penalty shootouts would have been as many as the extra times, **that is 8 instead of 3**, to the great delight of the audience. **Despite that no one would have become an obvious scapegoat, shouldering that great burden in their heart.**



P-Play²

P-Play 2

P-Play 2 is the ultimate version of P-Play. It might be considered later on, for certain tournaments (I think it would be great in a country like USA!) or generally, if P-Play becomes as popular as it very likely will – and after football enthusiasts have gotten used to the change. It would be used for games where there is a possibility that the teams might be tied at the end of a tournament when it comes to points, goal difference, away goals or whatever else. It might be considered for particular tournaments to begin with, to experiment, for example UEFA might consider to use it in UEFA Super cup.

P-Play 2 involves the following:

The match begins with a Penalty shootout! When the result has been reached, there will be a 5 minute break.

The match itself is played out as normal. The Penalty shootout is only to decide the result of the game if needed – at the end of extra time, at the end of the teams' second game (European Championship), at the end of a group competition or the end of a tournament.

With P-Play 2 **all** games from Round of 16 finals for EM and the World Cup and earlier games in European championship, would begin with a Penalty shootout. As a result we would know about a 5 minute Ad-break that could be sold – after the Penalty shootout ends and the match itself begins. This **increases profit greatly** for the sellers of the product.

I think P-Play 2 is something to be considered later. Such a drastic change is not realistic in the short term, but a fascinating future option.

But one thing can be declared without any doubt: With P-Play 2 uneventful games and uneventful extra time will certainly be a thing of the past. **The reason is that one of the teams knows before the match itself begins, that it has got everything to win and nothing to lose and that it must win the game within the time constraints of normal game time or extra time!**



P-Play

Everyone's a winner with P-Play

Both versions, P-Play and P-Play 2, are in my opinion ingenious – but then again, I do have some stake in the matter!

The milder version (P-Play) could be put to use immediately, especially seeing as it eliminates two problems at once: It makes boring and uneventful extra time a thing of the past and it liberates footballers of all nations from the burden of messing up their teams or nations final Penalty kick – and having to live with it all their lives.

P-Play can also solve the problem with the Away-Goal-Rule. You wouldn't need it anymore!

P-Play is a win-win situation.





PLAY

Improved game | More goals