



TESTING TECHNOLOGY FOR SPORT

‘FIFA Standards, the new manual’

Niall MacPhee
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TESTING TECHNOLOGY FOR SPORT



FOOTBALL
TECHNOLOGY
INNOVATION

INTRODUCTION



What are we trying to achieve?



WE HAVE OUR TOP 3 HIGHLIGHTS

01 Test Tolerances & Methods

An update in tolerances, and new test methods under FIFA Quality and Quality Pro.

02 Sand Stabilised, Filled, Non-Filled

Not approved for FIFA Quality or Quality Pro and are systems under development.

03 Small Sided Pitches - Basic

Introduction of FIFA Basic for field testing only, sizes 25m by 16m minimum

LABORATORY



WE HAVE OUR TOP 3 LAB HIGHLIGHTS

01 Lisport Cycles FIFA Quality Pro

FIFA Quality Pro samples are now exposed to 6000 simulated wear cycles, previously 3000.

02 Tests removed or optional

Skin Abrasion has been removed as a test and -5 testing of the system is optional.

03 Head Impact Criterion Introduced

Critical Fall Height has been added for product testing $>0.60\text{m}$ @1000HIC

FIELD

WE HAVE OUR TOP 3 FIELD HIGHLIGHTS

01

Ball Roll Deviation Added

The ball must roll straight, a visual check that has been included due to player feedback.

02

Small Sided Fields Added

Down to 25m by 16m, a report only, 3 months validity, product testing is not necessary.

03

Field Maintenance Graph

Clarity on the impact on maintenance and how to prolong pitch life expectancy.



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