

GUIDELINES FOR THE USE OF OFFICIATING TECHNOLOGY

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I. THE USE OF THE VIDEO REPLAY (VR)

II. THE ELECTRONIC TEAM TIMEOUT SYSTEM (BUZZER)

I. THE USE OF THE VIDEO REPLAY (VR)

Introduction

Video replay offers the possibility to the referees to immediately watch a situation on a TV screen if they were not able to see the complete action on the court and if they wish to check again before reaching a decision. This specifically refers to key-match situations where the referees decide to consult the TV picture in addition to their view on the court.

Situations in which the Video Replay (VR) can be used

#	Situation	Description
1	Goal/ No goal	Determine whether (or not) the ball has completely crossed the goal line
2		Determine whether the time has expired or the game was interrupted before (or after) the ball has completely crossed the goal line
3	Serious and unfair actions	Situations without the ball outside the referees' line of sight
4	Disqualification (<i>red card</i>)	For the referees to accurately identify the jersey number of the guilty player
5	Fight on court	A confrontation involving two (or more) players (and the referees have serious doubts on which player(s) should be punished)
6	Faulty substitution	That is not clearly identified from the Table
7	Simulation	If the referees have serious doubts regarding whether a player should be given a progressive punishment or if a player is attempting to mislead the referees through simulation
8	Rule 8	If the referees have serious doubts about whether a 2-minute suspension or a disqualification under Rule 8:5, 8:6, 8:9, or 8:10, shall be given
9	Game changing situations in the last 30 seconds of the game	If the referees have serious doubts about a 7-meter throw decision or a technical foul committed by a player scoring a goal
10	Electronic team timeout (<i>buzzer</i>)	In the case of a technical malfunction of the electronic team time-out, uncertainties by the delegate or referees as to which team had possession of the ball when the button was pressed, or doubts by the delegate as to who pressed the button
11	Other	In the case of a decision that may lead to a protest

Remarks:

1. In all circumstances, the referees must make a decision based on their observations of the facts as they relate to what they see on the court. VR is only used when the referees have serious doubts about taking the correct decision or when, for various reasons, they were unable to view the situation well on the court.
2. If the referees observe another situation during the VR review in which an incorrect decision was made or a foul was not called, they must correct that decision based on the facts verified in the VR. This is only applicable to situations that occurred at the same time as the reviewed situation or immediately before it.
3. The delegate(s) may only utilize the VR in instances involving points 6, 10, and 11, or in situations involving disqualifications that occur outside of the field of play. They can request that the referees utilize the VR in a circumstance involving point 3.
4. Only the referees (or the delegate(s) can decide whether to use the VR, after which the teams and public are notified that a decision/situation should be reviewed. Progressive punishment(s) according to rules 8:7 and 8:8 will be issued to players or team officials who aggressively make the “VR” signal to a match official.

Protocol to follow

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Step	Action
1	Both the delegate(s) and the referees may be able to request the VR. Time-out is mandatory
2	The referees will call for a timeout and show a public signal (“VR”) as information that the situation is being analyzed with the VR
4	The referees consult with the delegate(s) and explain why the VR will be being used. If the use of the VR in the given situation is not permitted under the Rules, the delegate(s) must intervene
3	While and until a decision is taken, both referees will be at the VR table while the delegate(s) will control the players and team officials
4	After the VR review, the decision of the referees can be taken (or corrected) only if the VR provides clear and conclusive visual evidence
5	If the referees are not able to decide because the VR is not conclusive, they must decide according to their observation of the facts. The referees are permitted to seek advice from the delegate(s) if they have serious doubts
6	If the VR has been requested just before or at the end of any half of the match, including overtime, the referees shall keep both teams on the court until a decision based on the VR has been taken
7	A VR review shall be carried out as fast as possible. The duration may be extended if technical problems appear with the VR
9	After the VR review has ended, the final decision shall be clearly communicated by the referees to the responsible team officials of both teams, the Table, and the public in the arena

10	During the VR review, only the referees (or the delegate(s) may be at the VR table/screen, while no non-authorized people are allowed at the VR table/screen
11	The delegate(s) and the referees must check the VR equipment in advance sufficiently before the beginning of each match
12	The delegate(s) and the referees must follow the basic principle to have the fewest possible interruptions

Task distribution for each VR situation

Situation	Who calls for using the VR	Who takes the final decision
Goal or no goal, the decision if the ball has crossed the goal line completely	Referees	Referees
Goal or no goal, if the time has expired before or after the ball has completely crossed the goal line	Referees	Referees
Serious and unfair actions that occur outside of the referees' line of sight and without the ball	Referees, delegate(s)	Referees
If the referees show a red card (<i>disqualification</i>) to the wrong player	Referees	Referees
In case of confrontation involving two or more players	Referees	Referees
If a faulty substitution is not clearly identified by the Table	Delegate(s)	Delegate(s)
Team timeout buzzer (mis)use	Delegate(s)	Delegate(s)
If the referees have serious doubts about whether disqualification under Rule 8 should be imposed, they must do so	Referees	Referees
When the referees have strong doubts (or the delegate(s) call(s) them) in the last 30 seconds of action under Rules 8:10c or 8:10d	Referees	Referees
In the case of actions in the last 30 seconds of the game with an empty goal (<i>if the referees are not sure whether a 7m-throw must be granted</i>)	Referees	Referees

II. THE ELECTRONIC TEAM TIMEOUT SYSTEM (*BUZZER*)

Introduction - Description

By using the electronic team timeout system, each team can request a team timeout directly by pressing a button on an electronic device (instead of using the team timeout “green” cards). The button is linked to the official scoreboard system. When the button is pressed, the time is immediately stopped. The timeout is also indicated by an audio signal (“buzzer”) to ensure that all parties are aware of it. The buzzer is placed at the Table, one toward the substitution area of each team.

Rules

The general rules regarding the number of team timeouts apply and a team timeout can only be requested if ball possession is not changing.

Only Team Officials have the authority to ask for a team timeout.

In the event of a mistake (or misuse) of the team timeout, the following rules will apply:

1. If a team requests a team timeout while the opposing team has possession of the ball, the following penalties will be imposed:
 - a. Progressive punishment for the team official who requested the team timeout.
 - b. 7-meter throw for the team in possession of the ball.
 - c. The team that caused the faulty team timeout will be penalized with one (1) team timeout (the total number of team timeouts will be reduced by one).
2. If a team requests a team timeout while the opposing team has possession of the ball and has a clear chance of scoring, the following punishment and decision will apply:
 - a. A disqualification according to rule 8:10b (red and blue card) for the team official who requested the team timeout by pressing the button (see, however, paragraph 9.).
 - b. 7-meter throw for the team in possession of the ball.
 - c. The team that caused the faulty team timeout will lose one (1) team timeout (the total number of team timeouts will be reduced by one).
3. If the situations described in paragraphs 1. and 2. occur during the last 30 seconds of the game, the responsible team official will have the right to the option of throwing a 7m-throw or keeping possession of the ball.

If the decision is made to restart with a free throw, the game will be restarted from where the ball was at the time of the interruption.

4. If a team requests a team timeout immediately after losing ball possession and it is clear that it was not intentional, the following decision will be taken:
 - a. The team that caused the faulty team timeout will lose one (1) team timeout (the number of total team timeouts will be reduced by one).
 - b. Technical decision based on the court situation at the time of the interruption.

5. If a team requests a team timeout while in possession of the ball in any of the following situations:
 - a. A fourth (4th) team timeout is requested.
 - b. During the last five (5) minutes of the game, a second (2nd) team timeout is requested.
 - c. In the same half, a third (3rd) team timeout is requested.
 - d. In overtime, a team timeout is requested.
 - e. During the same attack, a second (2nd) team timeout is requested.

The following decisions will be taken:

If the ball was **in play** at the time of the interruption, the following punishment and the decision will apply:

- a. Progressive punishment for the team official who requested the team timeout by pressing the button (see, however, paragraph 9.).
- b. The game is restarted with a free throw for the opposing team.

If the ball was **out of play** at the time of the interruption, the following punishment and decision will apply:

- a. Progressive punishment for the team official who requested the team timeout (see, however, paragraph 9.).
- b. The game is restarted with the throw that was to be executed before the interruption.

6. If a situation described in paragraph 5. occurs while the other team has possession of the ball, the decision will be made under rule 8:10b.

7. If the buzzer is activated by accident there will be no punishment for the person that activated the buzzer. The match will be restarted with the throw that corresponded to the situation on the court at the time of the interruption. The Officials of the match must decide after examining the circumstances (using the video replay, if available).

8. If a player intentionally presses the buzzer the following punishment and decision will apply:
 - a. Personal punishment for the guilty player under rule 4:6 or 8:10b, depending on the conditions on the court at the time of the interruption.
 - b. The match is restarted with a free throw for the opposing team if the guilty team were in possession of the ball at the time of the interruption, and a 7-meter throw if the opposing team were in possession of the ball at the time of the interruption.
 - c. The team that initiated the faulty team timeout will lose one (1) team timeout (the total number of team timeouts will be reduced by one).

9. If the delegate(s or the referees) do not recognize, who has caused a faulty team timeout, the responsible team official will receive the punishment according to the above-mentioned punishments.

10. In the event of a technical malfunction of the device, a team official may request a team timeout by approaching the Table and making the request orally. The moment of pushing the buzzer is valid for the time of the request of the team timeout.-