

2018 EHF Referee/Delegate Seminar
31 August – 1 September 2018
in Vienna, Austria



EHF
EURO 2018



Pierluigi Collina
„The Sheriff“



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Key officiating changes in Football



AARs = additional
assistant referees



VAR = video
assistant referee



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VAR can be used in four scenarios - after a goal has been scored, for penalty decisions, red card decisions or for a case of mistaken identity of a player who has been booked or sent off.



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Collina said with the help of technology, officials had achieved a 99.3 percent rate of correct decisions in Russia, compared with an accuracy rate of 95 percent for initial decisions without VAR intervention.



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“VAR is like a parachute - it's better to have it when you need it”

Pierluigi Collina, Chairman of @FIFACOM Referees Committee, about benefits of using VAR: constant support for a referee, fewer protests from players and off-the-ball incidents.

Interview http://bit.ly/Collina_VAR



“

Players have been very accepting of VAR. I don't think it's a coincidence that we had fewer off-the-ball incidents. Knowing you are watched all the time means your attitude is going to be different.

PIERLUIGI COLLINA

CHAIRMAN OF FIFA
REFEREES COMMITTEE

IFAB



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„HOWS“



„WHATS“



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2018 EHF EURO Instant Replay Technologies in Use – Principles, Guidelines and Procedures

**Helmut Höritsch /
EHF CAN Coordinator**



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THE GAME ADMINISTRATION HELPING TOOLS

EHF TECHNOLOGY SUPPORT IN USE (EHF Final4s, EHF Cup, EHF EUROs)

- 1) Goal line proof
 - VisionSport / FRA
- 2) Goal light technology (red lights behind the goal - ball in/out of play, goal check at final signal)
 - EHF System (EHF Final4, EHF EUROs) + VisionSport / FRA
- 3) Instant replay (camera footage or host broadcaster based)
 - VisionSport / FRA

On Referees' Request Only



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THE GAME ADMINISTRATION HELPING TOOLS

EHF TECHNOLOGY SUPPORT IN USE (EHF Final4s, EHF Cup, EHF EUROS)

- 4) Electronic team time-out request system (“Buzzer”)
- 5) Substitution area technology



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INSTANT REPLAY GOAL LINE PROOF

The goal-line technology allows referees to utilize a number of cameras fixed to the goal to check whether the ball has crossed the goal-line.

The technology provides referees with the opportunity – if they decide – to pause the game if they are unsure whether the ball has completely crossed the line, or, as the video is linked to the match clock, if the ball crossed the goal-line before the end of half-time or full-time.



GOAL-LIGHT

An LED light installed behind the goal lights up at the same time as the buzzer sounds for team time-outs and at the end of each half or when the referees call a time-out and the match clock is stopped.

A visual signal therefore provides all those involved in the match an additional signal to show that the time has stopped or ended. The signal also provides further help to the referees in deciding whether a last-second shot has crossed the line or not.



INSTANT VIDEO REPLAY

- Located at the support table for the referees (exclusively!) to review an action that recently happened on court, prior to their decision taking and restarting the game.
- It includes the standard TV picture as well as additional camera angles offering an overall view of the court.
- Specifically it refers and is limited to 3 key categories of match situations, namely
 - 1) Goal or no goal
 - 2) Direct red card (including consequences in accordance with the IHF Frules of the Game)
 - 3) Check of the Player's identity (also in case of a substitution fault indicated by the delegate).
In that case the delegate is entitled to review the action together with the referees.
It also holds good for clarifying the correct use of the "Buzzer".



EHF INSTANT VIDEO REPLAY PRINCIPLES

- The tool shall be used in order to secure a fair and sporty image of the team sport handball based on the IHF Rules of the Game. There is no VAR (“Video Assistant Referee”) System in handball such as used in football.
- The use of the system is in the exclusive responsibility of the referees. Neither any of the EHF-Delegates nor any of the teams have the right to intervene or make use of the technologies. The request as well as the handling are completely in the hands of the referees. Only in case of a faulty substitution (player’s identity) or consequences from a wrong “Buzzer” use the delegates shall be involved in the review procedure.
- A decision of the referees after the consultation of any of the abovementioned technologies is considered a “statement of fact” and has the same status as any other decision taken by the referees on court.



INSTANT VIDEO REPLAY- GUIDELINES AND PROCEDURES

- **Categories (situations, where referees have the right to use the Instant Replay tool):**

- 1) Goal – no goal (goal line proof Instant Replay + goal light technology)
- 2) Direct red card (and consequences)
- 3) Player's Identity (substitution, direct red card, severe unsportsmanlike behavior)

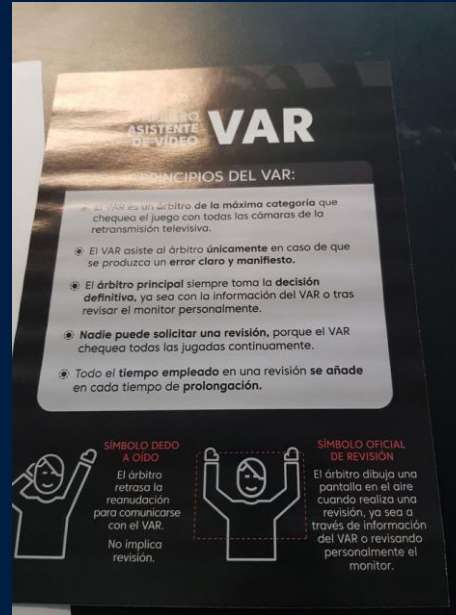
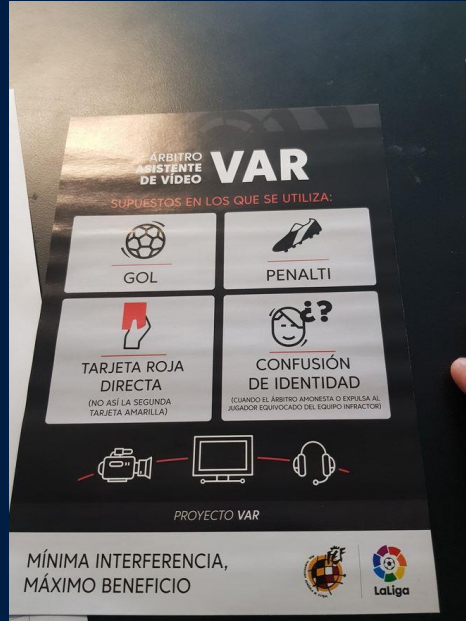
- **Communication to the Public by Screen Display and/or Announcement by the Speaker:**

Prior to the review the reason for an Instant Replay request shall be communicated to the delegates at the table – thereafter the reason for the Instant Replay request will be either published on the digital scoreboard (if possible) or announced by the public address announcer (speaker) by simply referring to one of the three categories defined (Goal-no goal, Direct red card, Player's identity)



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COMMUNICATION - BEST PRACTICE FROM FOOTBALL / ESP



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INSTANT VIDEO REPLAY- GUIDELINES AND PROCEDURES

- **Procedure and Handling:**
 - Head-set communication between the referees to agree on an Instant Replay request
 - The reason for an Instant Replay request shall be communicated to the delegates at the table by both referees approaching the judges table prior to the Instant Replay review
 - Info on the decision to the delegates and visual/hand signals to the public
 - Possible punishment and restart of the game in accordance with the decision taken
 - Timeframe for the Instant Replay – max. 1 minute after the start of the review on the screen



INSTANT VIDEO REPLAY- GUIDELINES AND PROCEDURES

- **Position of the Instant Replay video screen:**
 - At the support table (position as defined) and accessible for both referees
 - Flat position of the video replay screen on the support table (if possible)
 - Floor manager protecting the procedure by standing with his front towards the spectators



RULES AND REGULATIONS RELATED TO THE USE OF THE “BUZZER” (SET-UP AND USED BY IHF)

- Each team can request the team time-out directly through pushing a button on an electronic device. (The button is directly connected to the official scoreboard system and pushing the it will directly lead to a stopping of the time, additionally an audio signal will be initialized to make all involved parties aware of the time-out.)
- In case of mistake/misuse of the team time- out the following rules will apply:
 - Yellow Card for Team Official A
 - 7metre throw for the team which was in ball possession
 - Team that caused the faulty Team Time-Out will lose one (1) time-out (total number of team time-outs will be reduced by one)



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RULES AND REGULATIONS RELATED TO THE USE OF THE “BUZZER” (SET-UP AND USED BY IHF)

If the opposing team is in ball possession and a team-time out is requested by the other team, the following punishments will apply:

- Yellow Card for Team Official A
- 7metre throw for the team which was in ball possession
- Team that caused the faulty Team Time-Out will lose one (1) time-out (total number of team time-outs will be reduced by one)



RULES AND REGULATIONS RELATED TO THE USE OF THE “BUZZER” (SET-UP AND USED BY IHF)

A special situation occurs in case the team time-out was requested just in the moment when the own team is losing the ball. If it is clear, that this was a technical mistake from the coach and not on purpose, the IHF Official of the match will decide on the following possible measures:

- Yellow card for Team Official A
- Team that caused the faulty Team Time-Out will lose one (1) time-out (number of total team time-outs will be reduced by one)
- Technical decision according to the situation on the Field of Play (free-throw or 7m throw)



RULES AND REGULATIONS RELATED TO THE USE OF THE “BUZZER” (SET-UP AND USED BY IHF)

For both options (request of team time-out when the opposing team is in ball possession or request of team time-out just in the moment when the own team loses the ball), a 7-metre throw is obligatory, in case all team time-outs have already been used and can therefore not be reduced any further. In case of technical problems with the device the team official A can request the team-time out through approaching the match management table and requesting it orally.

The general rules regarding number of time-outs apply and a team time-out can obviously only be requested as long as ball possession is not changing!



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SUBSTITUTION AREA TECHNOLOGY



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Observer System (Ref/Del platform)

- Robert Kleiner / AUT



Digital Scoresheet (video match report)

- Antonio Ojeda / ESP- Maxosystem

Delegates' App
Coaches' App



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Digital ScoreSheet

#	DATE	TEAM A	SCORE	TEAM B
45	2016-12-16 20:45	France	16 20	Norway
44	2016-12-16 18:15	Netherlands	26 22	Denmark
43	2016-12-16 15:45	Germany	22 23	Romania
41	2016-12-14 20:45	Czech Republic	24 35	Norway
31	2016-12-14 20:45	Serbia	21 28	France
40	2016-12-14 18:30	Denmark	21 17	Romania
32	2016-12-14 18:30	Sweden	22 28	Germany
42	2016-12-14 16:15	Hungary	26 26	Russia
33	2016-12-14 16:15	Spain	24 29	Netherlands
38	2016-12-13 20:45	Denmark	26 26	Russia



WOMEN'S ^{EHF} EURO HANDBALL
2016 | SWEDEN | 4-18 DECEMBER
PURE HEART. ALL HANDS.



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***Thank you very much
for your kind attention !***



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