

## CHANGE CONTROL MANAGEMENT (Rink Hockey 2027)

### Additions

Page, Item	New
86, Art 8. Video Assistant Referee	<p>3. VRS EQUIPMENT VERIFICATION</p> <ol style="list-style-type: none"> <li>a. Upon arrival at the venue before the match, the Refereeing Team must check the VRS equipment and also:           <ol style="list-style-type: none"> <li>i. They must contact the TV production team in order to establish communication and the working method with the broadcast director.</li> <li>ii. They must also verify the capabilities of the VRS, monitor and headsets, and understand the specific functions of the available VRS device and the best way to access it.</li> <li>iii. Check the number/name of the television cameras, their angle and location, as well as their characteristics.</li> <li>iv. At the Pre-Match Meeting, inform about match situations and the protocol for using the VRS.</li> <li>v. Make a printed copy of the checklist and place it at the VRS review position;</li> <li>vi. Make sure that the Official Table of the game has the necessary equipment (computer, monitor, checklist).</li> </ol> </li> </ol> <p>4. REVIEW PROCEDURE</p> <ol style="list-style-type: none"> <li>a. The two Main Referees must participate in the review.</li> <li>b. During the video review, the Assistant Referee must ensure that no unauthorized person has access to the VRS monitor. All the players must be situated at the place indicated by the Referees and all the substitutes and the technical representatives must stay in their bench. It will not be allowed any movement towards or to be close to the monitor of the review system or to the Referees that are doing the revision. The Auxiliar and Assistant Referees will be responsible to control the access to the zone where the review is taking place, maintaining the necessary security distance to prevent any interference in the reviewing process. The failure to comply with this or the existence of protests, in the format of gestures, loud comments or usage of foul language will be considered as subject to a disciplinary consequence, that can vary from a yellow card to a red card.</li> <li>c. The review must take place before any timeouts are granted and also before any situation of assistance to a player, in the rink.</li> <li>d. After the review, the referee who signaled the infringement must report the final decision and the match must restart accordingly.</li> <li>e. The referee(s)' decision may only be changed if the video review provides clear and conclusive visual evidence for correction.</li> </ol> <p>5. VSR PROTOCOL – DURING THE MATCH</p> <ol style="list-style-type: none"> <li>a. Match situations that may be reviewed       <ol style="list-style-type: none"> <li>i. By the Referees Team decision:           <ol style="list-style-type: none"> <li>1. Goal Line Situations Verify whether the ball completely crosses the goal line, between the posts and below the crossbar when it is:               <ul style="list-style-type: none"> <li>• At mid-height;</li> <li>• Obscured by the goalkeeper or other elements;</li> <li>• A fast situation that may be imperceptible to the human eye.</li> </ul> </li> </ol> </li> </ol> </li> </ol>

	<ol style="list-style-type: none"> <li>2. Conflict In conflict situations involving a group of participants, all available images must be fully viewed by the referees to identify the involvement of team members in any act of violence.</li> <li>ii. At the request of teams for a maximum of 1 + 1 (in case the first request is successful, only) in each half of the game, for signaled or non-signaled situations related to:       <ol style="list-style-type: none"> <li>1. Serious and very serious fouls;</li> <li>2. Penalty and Direct Free Hit (except for their execution);</li> <li>3. Team Foul resulting in a direct free hit in the last 5 minutes of the match and in extra time, if applicable.</li> </ol> </li> <li>iii. For the whole period of extra time, each team may request 1 revision (in case of the request being successful, there will be no other request).</li> <li>iv. All the requests of the teams must be made within the 10 seconds (at the chrono), following the situation to be reviewed and cannot be made during or after the situations of time out and of interruption for the assistance to a player on the rink.</li> </ol> <p>6. COMMUNICATION</p> <ol style="list-style-type: none"> <li>a. Communication between referees during the VRS process is defined by a protocol for exchanging clear messages, both before deciding to use the VRS and during the review of each regulatory situation</li> <li>b. The protocol consists of a set of standard questions and messages carried out sequentially, consistently and accurately, in order to obtain a response within a predetermined range of possible answers for each case.</li> <li>c. VRS situations are linked to moments of tension in the match; therefore, communication must be precise and complete.</li> </ol> <p>7. DECISION-MAKING PROCESS</p> <ol style="list-style-type: none"> <li>a. To ensure effective use of the VRS, referees must follow a Decision-Making Process whenever they need to use it.</li> <li>b. STEP 1 – INITIAL DECISION       <ol style="list-style-type: none"> <li>i. By referees' decision           <ol style="list-style-type: none"> <li>1. Goal Line Situations The Main Referee who decides to validate/not validate a goal holds a conference with the rest of the Refereeing Team indicating that the situation may raise doubts.</li> <li>2. Conflict Mandatory review.</li> </ol> </li> <li>ii. At the request of teams           <ol style="list-style-type: none"> <li>1. Each team has 2 video review requests available during the match, one in each half of the game, in accordance with was defined in points 5.a.II and 5.a.III;</li> <li>2. To request a review, a timeout must be available;</li> <li>3. Each request is formalized by a green card delivered by a Technical Representative of the Team, to the Assistant Referee;</li> <li>4. The Assistant Referee immediately records the match time, activates that team's timeout light, and informs the Main Referees;</li> <li>5. Only situations that occurred within the last thirty seconds from the moment the review is</li> </ol> </li> </ol> </li> </ol>
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	<p>requested may be checked;</p> <p>6. If play is not stopped, images will be reviewed at the next natural stoppage;</p> <p>7. The Technical Representative requesting the review informs the Main Referees which play they want reviewed.</p> <p>c. STEP 2 – Pre-Communication</p> <p>i. The Refereeing Team holds a conference in which the Head of the Refereeing Team asks:</p> <ol style="list-style-type: none"> <li>1. “Which play are we reviewing?”</li> <li>2. “Can we use the VRS for this situation?” NO – Maintain the initial decision YES – Proceed to next steps</li> <li>3. “Is it necessary to use the VRS for this situation?”</li> <li>4. “Is it clear what we want to review?”</li> </ol> <p>d. STEP 3 – Image Review</p> <p>i. If a decision must be reviewed using the VRS, the Head of the Refereeing Team performs the corresponding signal of a Rectangle TV (making the gesture of a rectangle in the air).</p> <p>ii. The Main Referees view the images at the designated location.</p> <p>e. STEP 4 – Information Requirements</p> <p>i. When in front of the monitor, referees must clearly define what they want to see and may only review what is permitted by the Regulations.</p> <p>ii. The play must be replayed starting 10 seconds before the action and viewed at normal speed.</p> <p>iii. The Main Referees then select the available images and angles to review.</p> <p>iv. Analysis of contact situations:</p> <ol style="list-style-type: none"> <li>1. What is the point of contact (or situation) we are looking for?</li> <li>2. Who initiated the contact?</li> <li>3. When did the contact occur?</li> <li>4. Is this a normal Roller Hockey action/play?</li> </ol> <p>v. For denial of a clear opportunity:</p> <ol style="list-style-type: none"> <li>1. Where was the ball heading?</li> <li>2. Was it fully controlled?</li> <li>3. Could it have been controlled?</li> </ol> <p>vi. For conflict situations:</p> <ol style="list-style-type: none"> <li>1. Was any direct aggression verified?</li> <li>2. Did players leave the bench?</li> <li>3. Did coaches or other members assist during the conflict?</li> </ol> <p>vii. Techniques to confirm the decision:</p> <ol style="list-style-type: none"> <li>1. Main camera – normal speed</li> <li>2. Freeze at the point of contact / shot / contact with line</li> <li>3. Select the best angles</li> <li>4. Slow motion and close-up if possible</li> <li>5. Replay again at normal speed and confirm:</li> <li>6. Confirm the entire play (not only the specific action/situation)</li> <li>7. Confirm the involved participants and then the action</li> </ol> <p>viii. During viewing, team members must not be allowed near the area; Assistant Referees and Assistants are responsible for enforcing this. Non-compliance must be immediately sanctioned.</p> <p>f. STEP 5 – Clear and Conclusive Visual Evidence</p>
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	<ul style="list-style-type: none"> <li>i. To obtain a clear and conclusive decision, the Head of the Refereeing Team leads the review, but the final decision results from collaboration between the Main Referees.</li> <li>ii. Both Main Referees must view the images and agree on the VSR decision; otherwise, the on-court decision stands.</li> <li>iii. Once the action and moment are identified, the process of selecting the best image/angle begins to support the final decision.</li> <li>iv. Images must be fully clear and conclusive to change the on-court decision; otherwise, they are considered inconclusive.</li> </ul> <p><b>g. STEP 6 – FINAL DECISION</b></p> <ul style="list-style-type: none"> <li>i. The initial decision may only be corrected if the VRS provides clear and conclusive visual evidence.</li> <li>ii. The Head of the Refereeing Team announces the VRS decision verbally, loudly, without non-verbal communication.</li> <li>iii. Correction procedures must then be applied.</li> <li>iv. If images are inconclusive, play resumes according to the reason for the stoppage.</li> <li>v. If the on-court decision is not changed, the request is considered used.</li> <li>vi. Fifteen seconds after the end of each half, the VRS may no longer be used.</li> </ul> <p><b>8. TV PRODUCTION</b></p> <p><b>a. STANDARD TV PRODUCTION</b></p> <ul style="list-style-type: none"> <li>i. For all the competitions using the VRS, World Skate will provide specific manuals with approved requirements.</li> <li>ii. Among other items, the basic principles for a television production plan will be outlined in this manual.</li> <li>iii. The Referees must establish contact with the production technicians, to verify the TV production camera plan and set up the communication protocol with the TV production, during the game.</li> <li>iv. The Refereeing Team must have a printed copy of the TV production camera's plan, to take notes on the exact location or numbering of cameras. This plan should be placed next to the VRS monitor, to facilitate the communication with the TV production.</li> </ul> <p><b>b. NAMES OF THE CAMERAS USED IN THE VRS</b></p> <ul style="list-style-type: none"> <li>i. Each camera used by the TV production, during a game, must have a name that identifies its position on the rink and its characteristics and resolution.</li> <li>ii. The Referees must know the names and the different capabilities of each camera and also know how to request their usage to view the game, from the best angle.</li> <li>iii. Depending on the production system used, more or fewer cameras may be available, but a basic configuration is described as follows:</li> <li>iv. <b>MAIN CAMERA</b> – Located in an elevated and central position, being the camera that follows the game at all times.</li> <li>v. <b>BASE CAMERA</b> – Located at the rink level, covering the areas, preferably placed on the opposite side of the main camera, allowing replay angles</li> </ul> <p><b>9. DEFINITIONS</b></p> <p><b>a. VIDEO REVIEW SYSTEM</b></p>
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	<p>The system through which referees may review a situation defined by the rules and change the on-field decision, only if clear and conclusive visual evidence is found.</p> <p>b. VRS TECHNICAL SYSTEM</p> <ul style="list-style-type: none"><li>i. A technical installation that is part of the television production and through which all images can be reviewed. It includes:</li><li>ii. A monitor in the VRS review position;</li><li>iii. Images that can be reviewed immediately, depicting always the chrono time of the game, as well as the panel for the 45 seconds time of possession of the ball;</li><li>iv. Multiple angles, slow motion and zoom functions;</li><li>v. A standard optimum amount of 5 cameras, being possible to use the system with less cameras or, ideally, with more;</li><li>vi. A computer with good quality;</li><li>vii. A good connection with TV Production.</li></ul> <p>c. CONCLUSIVE</p> <p>Refers to video material, containing clear visual evidence to review what happened, during the game.</p> <p>d. INCONCLUSIVE</p> <p>Refers to video material that does not contain clear visual evidence to review what happened during the game. If the referee is unable to, clearly, see what occurred, the review is determined as “inconclusive”.</p>
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