



VIDEO RECORDING AND VIDEO REFEREE GUIDELINES

1. Introduction

Rule 12 of the Technical Rules requires that in all competitions held under paragraphs 1.1, 1.2 and 1.3 of the International Competition definition and, whenever possible, in other competitions, an official video recording of all events to the satisfaction of the Technical Delegate(s) shall be made.

According to Rule 18.1 of the Competition Rules, Video Referee(s) (VR) shall also be appointed.

Note: All references to the masculine gender shall also include references to the feminine and all references to the singular shall also include references to the plural.

2. Objectives

The video recording should be sufficient to support the role of the VR and, in other situations, to demonstrate the accuracy of performances and any violation of the Rules.

The primary function of the Referees or Members of the Jury of Appeal shall be to decide on protests and appeals under Rule 8 of the Technical Rules, and deal with any matters arising during the course of the competition which are referred to them for decision.

Rule 8.3 of the Technical Rules, in support of the Referee, states that “to arrive at a fair decision, the Referee should consider any available evidence which he thinks necessary, including a film or picture produced by an official video recorder, ...” The video recording is to provide evidence in support of the Referee or Jury of Appeal and the focus of any recording should be on likely protest and appeal issues (see the Rules Applicable to Disqualifications in a separate document).

The reason for the introduction of the VR was to avoid other Referees having to leave the Field of Play and, also, to take advantage of the technology providing a means of better evaluation (slow motion, synchronised replays from different cameras, etc.). The VR, while he can make his own decisions, must also support the other Referees as described below in this document.

In support of the Jury of Appeal, Rule 8.8 states that “if the Jury of Appeal is in doubt, other available evidence may be considered. If such evidence, including any available video evidence, is not conclusive, the decision of the Referee or the Chief Race Walking Judge shall be upheld”.

At the discretion of the officials, when and where it is deemed appropriate, athletes and team officials may also have access to such video evidence.

3. Video Review Room

The Video Review Room (VRR) should be located, if possible, close to the Jury of Appeal room and the Technical Information Centre (TIC) and, ideally, should have an easy access from the Field of Play. The room shall have hard disk recorders, monitors and video players depending on the number of feeds available throughout the competition. The room shall also have a separate monitor and video player for the replay of images (both from the technical video cameras and from the Host Broadcaster (HB) recorded feed) while the competition is still underway. The systems used for the recordings must be taken into consideration and tested when installing the video players.

If the Jury of Appeal room is not close to the VRR, it should also be equipped with a monitor and video player for the replay of images (preferably with a very good slow motion replay).

Technical assistance shall be provided for the smooth operation of all equipment in these areas.

4. Video Recording System

The System can be installed and operated either by the Local Organising Committee (LOC) or by a professional service provider. If an audio feed is also available, that may help the decision making in certain cases.

4.1 Sources of Video

4.1.1 Any Host Broadcast (HB) television coverage of the competition

The range of coverage varies widely depending on the size and type of competition. A meeting should be arranged with the HB and World Athletics to discuss their camera locations and a process whereby the HB coverage can be recorded, accessed and viewed. The HB feeds should be provided by cable to a location that allows those in the VRR to view and replay the images.

In major athletic competitions, the HB is providing an extensive range of camera angles with a large number of cameras covering the Field of Play.

4.1.2 Any extra video provided by the LOC or the provider of the Video Recording Service (Technical Video Cameras)

Often, the HB coverage of the 2nd half of the 1st bend, the back straight and the 1st half of the 2nd bend is limited.

Therefore, in addition to the support of the HB, the LOC shall have in place a sufficient number (at least 4-5) of Technical Video Cameras.

The signal should be provided by cable to the VRR. The specification of this cable must be checked with the provider of the Video Recording Service.

The range of coverage by the HB feeds and other cameras should be checked by the VR prior to the competition (e.g. during the rehearsal).

4.2 Types of Technical Video Cameras

The cameras can be fixed or (especially if only few are available) following the event

(“sweeping”) and should have a zoom function for close-ups. They may be manned (operated by volunteers with a good knowledge of athletics) or remotely operated. The recording should include the date and time of day on the picture. The battery life should allow for sufficient recording time, and reserve batteries should be available for immediate replacement.

A number of tripods should also be provided for use with television platforms or other suitable locations on the stands. Other means of fixing the cameras are also possible (e.g. clamps used on railings).

4.3 Locations and Coverage of Technical Video Cameras

The Technical Video Cameras shall be located in secure, unobstructed locations around the Stadium. These cameras may be located on HB platforms but shall be focused on aspects of the event different from the coverage provided by the HB. The main objective of the camera locations is to provide a greater coverage of the track than HB cameras. The camera positions should preferably be elevated enough to provide a downward angle and wider coverage. Front views are most helpful in lane infringement cases and to review potential contact between athletes during races.

A typical set up should cover the bends of the track and may be:

- Position A – 2nd bend first part
- Position B – 2nd bend second part
- Position C – 1st bend first part
- Position D – 1st bend second part
- Additional positions are required for the Relays (e.g. in line with start and finish of takeover zones) and for the Steeplechase water jump

4.3.1 Events run in Lanes

In general, the HB will provide a detailed coverage of events run in lanes. However, to supplement this, technical video coverage should be focused on the starts, bends and particularly on the lane lines. For the 400m hurdles, the video should also focus on the legs / feet of athletes as they go over the hurdle (cameras positioned at hurdle height can support viewing of the hurdle passage; special attention should be paid to the 1st, 2nd, 6th, 7th and 8th hurdles).

4.3.2 Relay Events

The most important aspects are:

- Only the location of the baton within the takeover zone is critical. The takeover (the passing of the baton), which must be completely inside the zone, starts when the baton is first touched by the outgoing runner and finishes when the baton is only in the hand of the outgoing runner.
- If a baton is dropped, particular attention should be paid to the recovery of the baton.
- In the 4 × 100m, athletes must start running within the takeover zone, which is 30m long.
- The 3rd and 4th athletes in the 4 × 400m, once placed in position by the official (based on teams’ order at the 200m mark), must maintain that order even if their team is overtaken later.
 - o In the case of indoor races, the 2nd, 3rd and 4th athletes must maintain the same order as the order of their respective team members as they enter the last

bend

- In all indoor relay races, athletes must begin running within the 20m long takeover zone.

4.3.3 Non-lane Events

The most important aspects are:

- In the 800m, athletes may not leave their allocated lanes before reaching the breakline marked on the track (by small cones, prisms or other suitable markers placed immediately before the intersection of the lane lines and the breakline).
- Inside edge violations.
- Any pushing and/or jostling, particularly in the following “pack”, which may cause an athlete to fall or be obstructed during the race. (The HB is generally focused on the leader(s) and not on the pack following.)

4.3.4 Field Events

Additional cameras aimed at the take-off board, throwing circles and throwing arc (ground level view) are very useful to see infringement to Rule 30.1.1 and Rule 32.13/14/17 of the Technical Rules, respectively. Additional fixed cameras may be useful for landing areas (both throws and horizontal jumps), crossbars and high jump take-off. In major competitions, the HB may provide these cameras.

4.4 Logging and Cataloguing Technical Video Images

4.4.1 Track Events

For each Track Event recording, the following log sheet shall be completed:

- Event, Gender, Round, Heat, Lane, (Country, Bib and/or Name)
- Start Time, Finish Time, Comment

NB: All times shall be in minutes and seconds. Camera positions will be listed as one of the technical video camera positions or HB camera positions.

4.4.2 Field Events

For each Field Event recording, the following log sheet shall be completed:

- Event, Gender, Round, Group, (Country, Bib and/or Name)
- Start Time, Finish Time, Comment

When necessary, applicable Rule numbers shall also be noted.

Track Events and Field Events shall be filed in event order in two separate binders as a complete record of the competition. Alternatively, the logging and cataloguing can be done by the Video Recording System software. The data collected can then be used, among others, for statistics, rule analysis and evaluation purposes.

5. Operation of the Video Referee

The VR should operate from the Video Review Room (VRR) and should use fast and reliable communication means (e.g. using (a) dedicated radio channel(s)) with the other Referees and the Photo Finish Judge, who have their events covered by the Video Recording Service (either by the dedicated technical video cameras or by Host Broadcaster feeds). For clarity, the details mentioned

in 4.4.1 and 4.4.2 are required in the communications so that cases can be identified quickly, easily and with certainty.

Access to the VRR shall be restricted, controlled and carefully managed.

If the VR identifies an infringement, he has to contact the relevant event Referee to report what he saw and to understand if the issue was also identified at the event site.

The VR also has to be ready to react to requests coming from the event Referees or, according to a protocol agreed with the TIC / Jury Secretary (including the prioritisation principles of cases), requests related to the protests or inquiries of athletes / teams and the Jury of Appeal, and to examine those particular issues as well. When dealing with athletes / teams, the VR shows the best angle to replay the footage that the decision was made from and explains the reason for the decision. The viewing of the footage must be specific in what is shown.

At major events, and whenever there are sufficient ITOs available, two VRs may be appointed, one for Track and one for Field Events. The two VRs should also be able to assist each other when / where necessary. It may be helpful for the VR to have (an) assistant(s) to help identify issues in different concurrent events.

It is recommended to identify an appropriate waiting area for the athletes / teams coming to see the images.

5.1 Track Events

It is expected that the VR will have a proactive attitude, trying to identify possible infringement of the Rules where they are most likely to happen (e.g. starts, lane line or inside edge violations, cutting in before the breakline, hurdle races infringements, jostling and obstructions, relay changeovers).

5.2 Field Events

A similar process should be implemented for the Field Events covered by the Video Recording Systems but more in a reactive fashion, when the event Referee requests further examination or review of a specific incident.

5.3 Decision Making

The VR will have, in certain situations, the decision making power to disqualify an athlete or reverse a decision made on the Field of Play following the video review. The circumstances in which it is the VR or the event Referee who will decide are described below. In the case of a protest, it is the relevant decision making Referee who has to deal with the case.

5.3.1 Decisions to be made by the VR

- (a) When the incident is identified by the VR but not by the event Referee.
- (b) When an athlete / team makes a protest, and the incident was not observed by the event Referee or this Referee does not have or cannot obtain a relevant report from an appointed Umpire or Judge.

- (c) When the incident is identified by both the VR and the infield Referee and the VR (with the benefit of reviewing the images of the incident) has a different opinion from that of the event Referee or the event Referee does not have a clear understanding of what happened.

5.3.2 Decisions to be made by the Event Referee

- (a) When the incident is referred to the VR by the event Referee for confirmation (also when both Referees identify the incident), and the VR supports the event Referee's potential decision.
- (b) When an athlete / team makes a protest on a decision made by the event Referee, and the VR, after being asked by the event Referee to confirm his potential decision, supports this decision.
- (c) In the particular case of the starts, the video images should be made available to the start team to allow the relevant Starter and Start Referee to use them together with other data (reaction times, waveform images) to make a decision. If these images are only available for the VR, he will give the Starter / Start Referee the necessary information about the athletes' movements during the start process in order that they can make a fair decision.



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