

MAJOR LEAGUE RUGBY

# *REFEREE REVIEW SYSTEM*





# REFEREE REVIEW SYSTEM (RRS)

Incorporating an In-Stadium Replay Operator for Enhanced Officiating

## Purpose

To support accurate, timely, and transparent officiating decisions through a structured review process that includes a designated In-Stadium Replay Operator (ISRO). This protocol enhances real-time decision-making, reduces game disruption, and ensures consistency across matches, as well as empowering the referee as the main decision maker.

## 1. Key Roles and Responsibilities

### A. On-Field Referee Team

- The Referee is the primary authority for match control and enforcement of laws.
- Initiates on-field reviews and communicates with the ISRO.
- The Referee is the final decision maker of all reviews.

### B. In-Stadium Replay Operator (ISRO)

- A neutral, league-certified SportsCode Analyst with appropriate game understanding, officiating experience and law knowledge.
- Located in the technical zone with access to real-time feeds and audio communication.

### C. Match Review Coordinator (MRC)

- Oversight (MLR Director of Match Officials and Referee Coaches), ensuring compliance, post-match review, and statistics tracking.



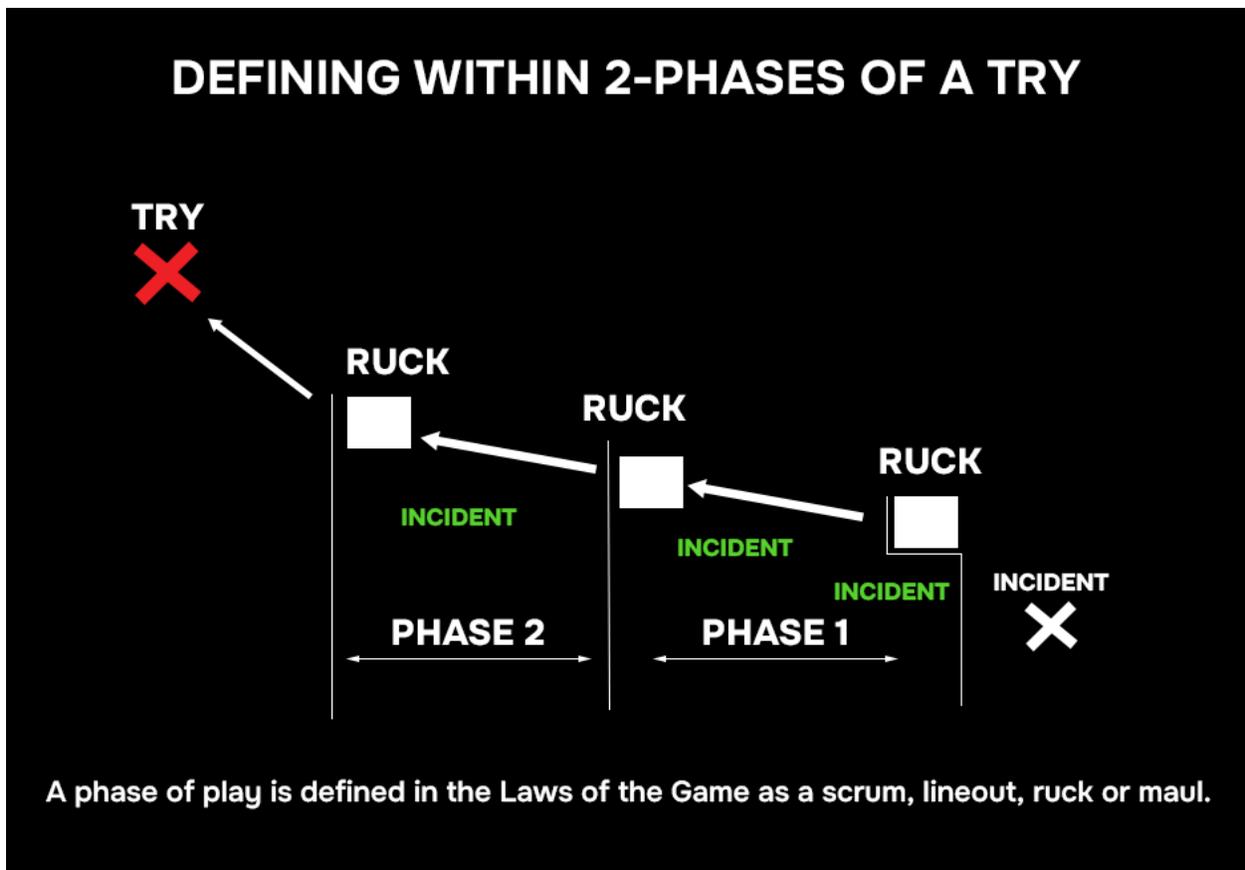
## 2. Types of Referrals

### A. Referee Initiated Review

- The on-field referee/ARs can request a review on uncertain incidents.
- On-field match officials can only review within the scope of this protocol.

### B. Team Challenges

Where a Team believes a clear and obvious infringement may have occurred, aspects of play in the following laws may be reviewed **within ‘Two-phases of play’** - A phase of play is defined in the Laws of the Game as a scrum, lineout, ruck or maul – see pictorial diagram.





Law 8	Scoring
Law 10	Offside in Open Play
Law 14.1-14.3	Tackle
Law 15.4-15.9	Offside at a Ruck
Law 16.4-16.7	Offside at a Maul
Law 18.30-18.36	Touch, Quick Throw & Lineout - PK Offences
Law 19.27-19.33	Offside at a Scrum
Law 21	In-goal
Law 20:	Penalty & Free-Kick

Law 11 - Knock-on	Clear & obvious knock-on
Law 11 - Throw forward	Clear & obvious throw forward
Law 18.1-18.8 - Touch, Quick Throw & Lineout	Whether ball was in touch & who should throw the ball in

The following may be reviewed at any stage of the game, **since the last restart and before play restarts again:**

Law 9: Foul play	Dangerous play where the outcome would be a Penalty, YC or RC.
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**Each team is allowed 2 Challenges per game.**

- A Team cannot challenge previously referee-reviewed situations.
- A challenge is initiated by the Team Captain or by the designated Team Operator, throwing the Team Challenge Flag.
- A Team will retain a challenge if successful.
- Any attempt by a player or member of the coaching staff to pressure the referee/ARs into initiating a referee-initiated review, in lieu of lodging a Team Challenge, is prohibited. The first instance will result in a warning; any further instances will be sanctioned by penalty.
- Any Team Challenge initiated between the 35th minute and the end of the first half, or at or after the 75th minute, that is unsuccessful, will result in the forfeiture of all remaining Team Challenges.

**C. Team Challenge – Flag Procedure (4 Steps)**

**Immediate Flag Throw**

- The Team Tech Zone Manager throws a Team Challenge Flag before the next restart, confirming they wish to initiate a formal Team Challenge.

**Match Official Acknowledgement**

- The No.4/5/6 will inform the referee of the flag and who wishes to initiate a challenge, and the referee will stop play when appropriate.

**Challenge Confirmation**

- The team captain clearly identifies the specific incident being challenged with a clear statement about WHAT and WHEN they would like reviewed.



## Review and Outcome

- The Referee will signal in-stadium and to broadcast that a review has been initiated, and the referee will review the incident.
- Overturning the Decision. If the referee sees clear and obvious evidence to overturn the decision, he/she will announce in-stadium and broadcast by facing camera one and announcing his/her findings.

## 3. Reviews

- Replays are reviewed on the big screen (or pitchside monitor) for the Referee.
- Only **clear and obvious evidence** results in overturning
- Teams have 30 seconds real time, from play stops to formally review an incident or up to the restart following a try.
- If a Team Challenge is unsuccessful, this results in the loss of that challenge

## 4. Outcome and Communication

- The referee communicates the outcome of the review on-field and to the broadcast audience starting with one of two standard phrases:
  - i. “Following a Referee Initiated Referee of...”
  - ii. “Following a Team Challenge by X and a review of the incident”
- A public-facing graphic on the stadium screen explains the decision if applicable.

## 5. Match Management Integration

- **Game Clock Management:** Referee stops clock during reviews and confirms adjustments as necessary.
- **Substitution Freeze:** No subs allowed during review periods.
- **Broadcast Integration:** ISRO feed can be fed into the broadcast package with the commentary team receiving the decision rationale.

## 6. Post-Match Review and Accountability

- **All Reviews Logged:** Outcome, time, context, and decision rationale stored.
- **Weekly Debrief:** ISRO, Referee Team, and Director of Match Officials conduct joint review.
- **Public Report Summary:** Key reviews are summarized weekly for transparency.



## 7. Technology & Infrastructure

- **Multi-Camera Setup:** Minimum 4 angles including end zone and in-goal cameras.
- **Dedicated Comms Channel:** Encrypted, isolated referee-ISRO channel.
- **In Stadium Replay Operator Software:** ISRO has telestrator and frame-by-frame functionality through Hudl Replay.
- **Stadium Display Integration:** Decisions shown with match context for crowd understanding.