

## **1/ Video Replay Rules**

(Reference - USA Fencing Rules April 2014 edition)

(t.42)

### a. Appeals

Both in team and individual events, **only the fencer on the strip has the right to request a video review.** *Not a coach, not a parent.*

#### i. In the **individual** events, the fencer has:

- one** possible appeal during each bout;
- in **direct elimination** bouts, **two** possible appeals.

**Should the Referee agree with the fencer who appealed for the video refereeing, the latter is entitled to retain the right of appeal.**

- ii. In **team events**, the fencers have **one** possible right to appeal to the video refereeing per bout and they are entitled to retain this right should the Referee agree with the appeal.
- iii. In the case of an appeal for video refereeing, the Referee will walk over to the video consultant, they will watch the video together and after having analyzed the action, the **Referee will give his final decision.**

### b. There shall only be a maximum of **4 repetitions of the action.** The referee can choose to review the action in real time or in slow motion, at any speed he wishes<sup>1</sup>.

### c. **At all weapons and at any time, the Referee may consult his monitor before making a decision.**

### d. If the fencers' scores are **equal at the end of the match**, for the decisive touch, the Referee must use the video refereeing **before even giving his decision, except in the case specified in article t.42.3.d.**

### e. The **video consultant** may at any time request that the Referee **use the video refereeing.**

- ### f. Once the Referee, together with the video consultant, has analyzed the action, whether it is:
- at the Referee's initiative;
  - at the request of the athlete;
  - in case of a tied score, before the decisive touch;
  - at the video consultant's request

**The decision given by the Referee is final and no other review of the same action can be requested**

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<sup>1</sup> In Epee the slow motion replay can be set at any speed: That which allows the refs to see the action... In Foil it is recommended that the speed be no lower than 70% and in Sabre 80%, this is so that the speed of replay does not distort the timing of the phrase.

## **2/ Use of Equipment (This section only applies for video arbitration in the US, which uses "Replay" software)**

### **a. Names on computer and bars**

- Put the last names of the fencers into the replay computer as they would hook up on the strip per bout slip. Then program name bars at strips by doing the following: Large remote upper left button hold close to digital name bar. "Program", type name, Press "Run" and "Run" again

### **b. Test range of boom – must film entirely from one end of strip to other**

### **c. Computer**

- 1) Select weapon
- 2) "Start recording" – border in GREY = Recording. YELLOW border = on hold. RED border = Recording stopped.
- 3) Have fencers test replay by hitting and creating a light on the machine. The video replay should loop this test touch.
- 4) Use "Halt" key in event of a halt that does not result in touch (ie – passing action)
- 5) Stop recording ("Halt" key) every time there is a review request of any kind , equipment failure, etc
- 6) Must restart recording "Start recording" GREY border, each time recording is stopped
- 7) Stop recording RED border, at the end of the bout
- 8) Available replay speeds are 10 to 100% (**Hint:** try at 50% and adjust accordingly)
- 9) "Previous" , "Next" and "Last action" keys available for use
- 10) At the conclusion of a video bout the VALIDATION process must be performed to send the score is sent to the database and officially recorded.

VALIDATION PROCEDURE: The entire procedure is done with the remote control.

- Along the top of the remote are buttons labeled green, yellow and red. In an INDIVIDUAL bout: hold down the green button and at the same time push the VALIDATE button in the middle at the remote at the bottom.
- TEAM EVENT is more complicated, as there is a succession of bouts, so the VALIDATION process must record one and proceed to the next. At the conclusion of each encounter hold down the GREEN button and push VALIDATE, hold down GREEN button and NEXT at the bottom of the remote on the right (the names should change). Then hold down the GREEN the BEGIN button at the bottom in the middle. Repeat this procedure after each encounter till the end when the match when only the VALIDATE procedure is followed.

## **3/ Personnel responsibilities**

1. **Boom operator** – Assure physical space is clear to do your job. Prior to bout assure reach of camera view on computer screen from one end of strip to other WITH end lines of strip fully visible. During the bout move camera with action while watching on the boom screen – NOT the live bout. Assure physical space is clear to do your job. Boom operator may sit or stand.
2. **Video replay consultant** –Must do all set up (see section 2) – enter names of fencers on replay computer, have fencers test to ensure loop recording, etc. The video referee MUST STAND and watch bout live – not on replay computer screen. Be ready to get attention of referee if you see an action that referee needs to review that they missed. Keep hand near "Halt" key and be ready to stop recording in event of a halt that does not involve a light on the machine (ie- passing action, corps a corps, etc.) Keep score on score sheet as well as record any penalty cards, all used video

challenges, and any time priority is awarded in the event of an overtime minute. Mark final score after bout is concluded, verify this score with the referee, and have the referee and both fencers sign the score sheet.

3. **Referee**- Check that boom and video personnel understand their responsibilities. Manage bout. Control the area – do not allow coaches, etc to look at the replay computer, or in any way interfere with replay operations.