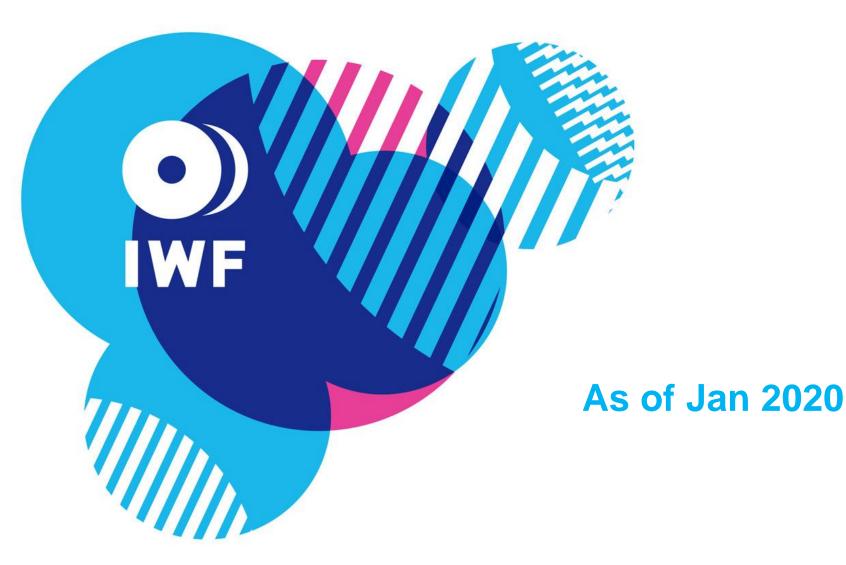
VIDEO PLAYBACK TECHNOLOGY (VPT) Application



IWF TCRR 3.3.7 IWF TCRR 7.5.10

3.3.7.1 VPT is technology to review the Referees' / Jury's decision if <u>challenged</u> or in case of <u>disagreement</u> within the Jury.

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- 3.3.7.2 At Senior, Junior and Youth World Championships, Olympic and Youth Olympic Games it is <u>obligatory</u> to apply VPT.
- 7.5.10 When the decision of the <u>majority</u> of the Jury members differs from that of the Referees' decisions, the Jury <u>may review</u> Referees' decision and / or Jury's own decision by way of VPT.

Regulation to 3.3.7

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Regulation to 3.3.7 – 9.2

One (1) Challenge Card is provided for each athlete at the weigh-in.

Regulation to 3.3.7 – 1

(Details to follow in "Requirements" section.)

Regulation to 3.3.7 – 2

VPT to be located on <u>Jury Table or nearby</u> and pertaining monitor must be provided <u>on Jury Table.</u>

One (1) Attempt Board to be <u>preferably</u> provided <u>nearby the</u> <u>steps of the stage</u> to control next athlete to wait during VPT procedure.

Regulation to 3.3.7 - 3

An Operation Team for VPT must be trained and available for <u>quick and efficient</u> handling of the VPT in case of a Challenge.

Challenge Cards: (Regulation to 3.3.5)



- Shall indicate "Challenge Card"
- Shall indicate either Lot Number or the gender, bodyweight category and group in large letters readable from a distance, color and text shall match the Athlete Passes of the group.

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Logos (IWF, host MF, NOC, sponsors etc.) are acceptable



Challenge Cards: (Regulation to 3.3.5)



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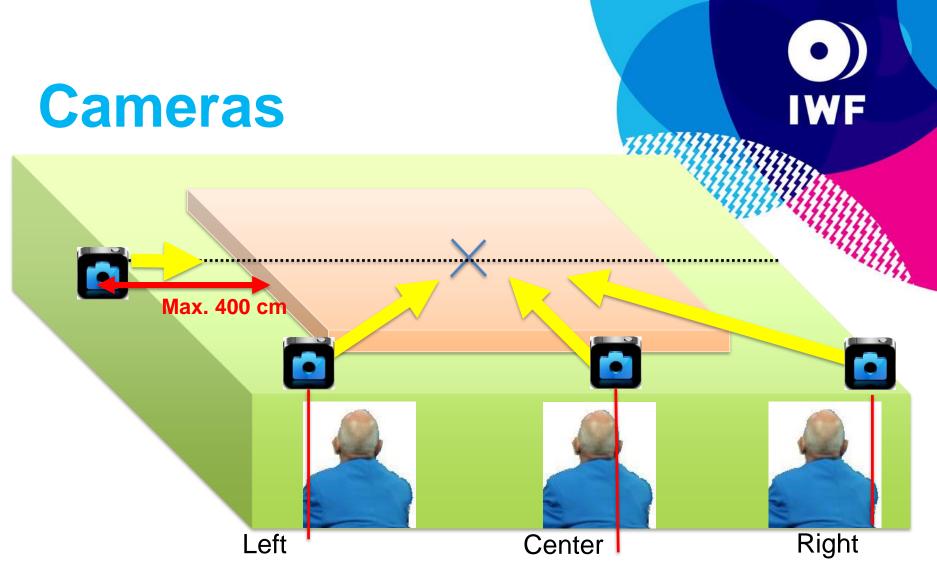
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Requirements



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Three (3) front cameras:

Side camera:

As close as possible to each Referee. 30 cm above the platform height. Max. 400 cm from the platform edge. As same as platform level.

Minimum 4 cameras:

- 3 x in front of the stage
- 1 x from the side of the competition platform

Signal

 Own-produced signal, however, it must be connected to the Scoreboard and/or Videoboard and Television / Broadcasting to allow in-venue spectators and TV viewers watch the replay.

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 When the Athlete or Team requests for a Challenge, Videoboard and / or TV must indicate "Challenge"

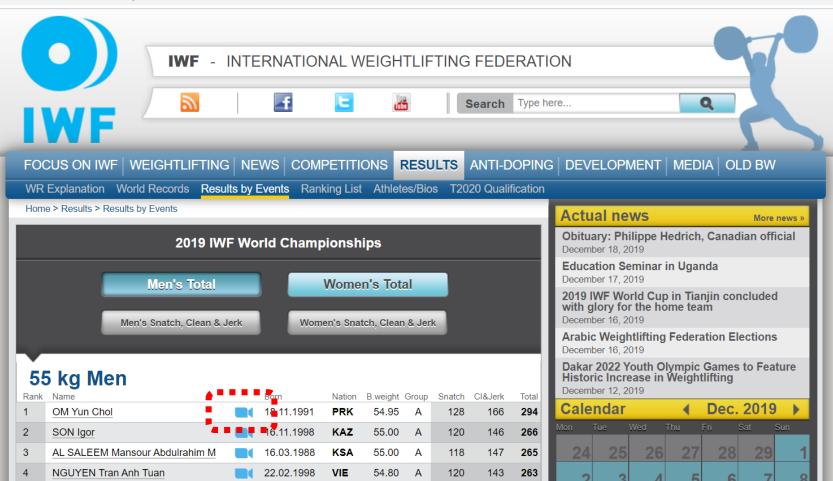
Re-use

 VPT must serve multi purposes, including video archives for later use (e.g. Technical Official training, scientific analysis, seminars / education, etc.).

IWF Website

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athlete performance (22)

35:43 Men 55kg A_C&J - Camera 1(1) ...

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IWF Website

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			#11	athlete performance (22) 35:43 Men 55kg A_C&J - Camera 1(1)	

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Condition to start the process - for both Jury and Team



Decision must be quick!

Start of VPT must be;

- Before the timing clock is started for the next attempt, or
- The next athlete having been called appears on the stage, whichever is the last.

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= It means;

- The next athlete hasn't been called yet ⇒ Can
- Called, but clock hasn't been started yet ⇒ Can
- Called, clock has been started, but athlete is not on the stage ⇒ Can
- Called, athlete on the stage, but clock hasn't been started yet because loaders are still on the platform ⇒ Can
- Called, clock started, athlete on the stage ⇒ Cannot, too late!

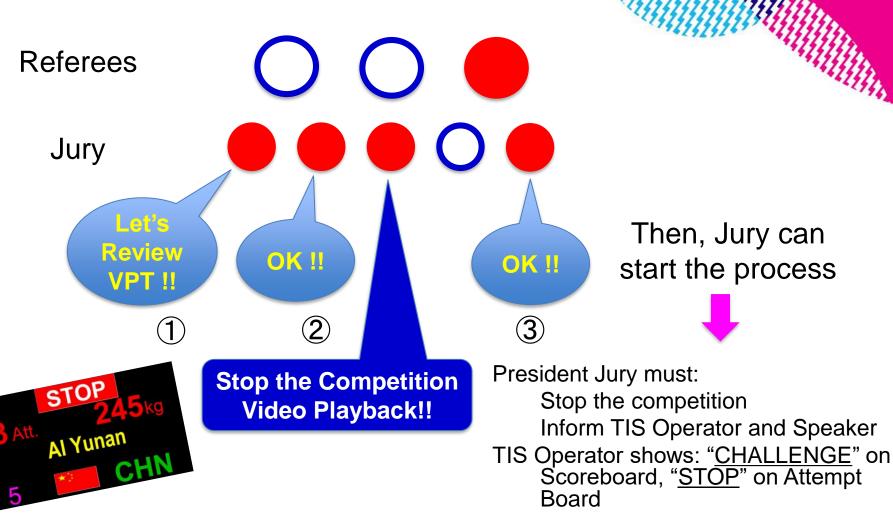
ProcedureFor Jury to start



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Majority

 To start VPT review, majority among Jury Member is required

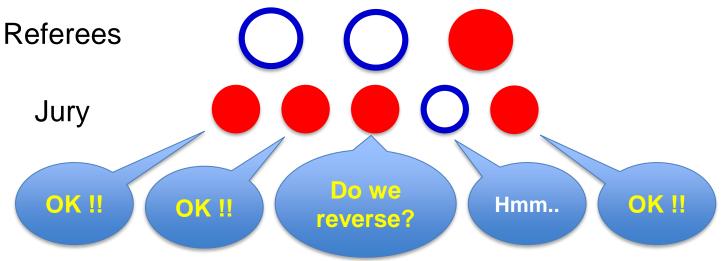


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Quick!!

 There is no limit in the number of replays but Jury must make their decision as quickly as possible.

Majority for reversal if Jury used VPT



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President Jury to use Technical Controller and let him / her;

- 1 Inform TIS Operator and Speaker that Jury decided to reverse with its reason
- 2 Inform relevant Team about the fact.

And, President Jury must order to restart the Competition.

Challenge Procedure For Team to submit For TOs to act accordingly

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Team's Challenge submission

 Submit the Challenge Card to the nearest Technical Controller

Technical Controller:

Checks QUICKLY the validity (= On time submission ?)

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- Stops IMMEDIATELY the competition
- Informs the fact to the Speaker and TIS Operator

(Operator shows "<u>CHALLENGE</u>" on Scoreboard, "STOP" on Attempt Board)

- Brings Challenge Card to the Jury
- Informs to the Jury <u>who</u> challenged
- Controls the next athlete not to go up on the stage

Jury:

- Checks QUICKLY the validity
 - (if it is the 1st challenge unless otherwise
 his / her Challenge was approved before)
- Review, decide if it was a good lift or a no lift as quickly as possible
- Majority is needed for reversal (majority is applied only when VPT is used)

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- If Challenge was confirmed and the decision is reversed, let Technical Controller to give Challenge Card back to the Team.
- If Challenge was not confirmed and the original decision remains, Jury President retains the Challenge Card and register the fact (who, which attempt, which result) and include in the report.

Tips for Coaches:

- You cannot challenge for the others.³
- You can challenge only for your own athlete(s).
- Challenge request can be made only once per athlete.
 However, if the Jury approves the Challenge, the Athlete / Team retains the Challenge right.

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- Make your Challenge decision quickly!
- For this reason, always pay attention on Referees' decision and Jury's reaction to be ready for Challenge.
- If you submit the Challenge Card, wait for Jury's decision nearby Coaches' zone or in the W-up Area (replay is disclosed through Video Board).
- You shall not Challenge the Jury's decision based on VPT, as Jury shall not change its decision.
 - (= Don't waste your Challenge opportunity!)



Question?