

APPENDIX XIII

INSTANT REPLAY

INSTANT REPLAY**Article 1 Procedures for all replay reviews**

- a) All replay reviews will be conducted by the referees after gathering as much information as possible from the unified scorers and the Instant Replay System (IRS) monitor. The crew chief will make the final decision.
- b) Only the referees and the IRS operator (IRSO), who must understand and speak English, will be present in the area where the IRS is installed. The crew chief will order any other person not complying with these requirements to leave the area.
- c) The decision made by the referees during play will always be signalled prior to reviewing the play (except in potential act of violence situations), and this will only be changed when the replay provides the referees with clear and conclusive visual evidence to do so.

Article 2 00:00 game clock

Instant replay can be referred to in the following situations:

2.1

A field goal made with no time remaining on the game clock (00:00) at the end of any quarter or any overtime. The referees are authorised to determine the following issues only:

- a) Whether the time on the game clock expired before the ball left the shooter's hands.
- b) If the shot was released on time, whether the successful field goal scored was a two-point or three-point field goal.
- c) If the shot was released on time, whether the shooter committed an out-of-bounds violation.
- d) Whether a shot clock violation occurred before the ball left the shooter's hands.
- e) Whether an eight-second violation occurred before the ball left the shooter's hands.

- f) Whether a foul, which is called, is not committed on or by a player in the act of shooting occurred prior to the illumination of the red LED lights. Whether a foul that is called is committed on or by a player in the act of shooting, the ball was released prior to the illumination of the red LED lights, the foul will be administered.

The referees will be permitted to utilise instant replay to determine whether (and how much) time should be put on the game clock but only when it is confirmed through replay that:

- a) The shooter committed an out-of-bounds violation.
- b) A shot clock violation occurred.
- c) An eight-second violation occurred.
- d) A foul was called prior to the illumination of the red LED lights (signalling the end of playing time).

- 2.2 A foul called with no time remaining on the game clock (00:00) at the end of any quarter or any overtime. The referees will review the footage to determine the following issue only: whether the foul that was called occurred prior to the illumination of the red LED lights (signalling the end of playing time).

The referees will be permitted to utilise instant replay to determine whether (and how much) time should be put on the game clock but only when it is confirmed through replay that a foul was called prior to the illumination of the red LED lights (signalling the end of playing time).

Article 3 Fourth quarter or overtime 02:00 or less game clock

Instant replay can be referred to in the following situations:

- 3.1 The referees are unsure which team committed an out-of-bounds violation, or whether an out-of-bounds violation occurred. The referees will review the footage to determine the following issue only: identify which player touched the ball last or if the player/ball was actually out-of-bounds.
- 3.2 The referees are unsure as to whether a goaltending/basket interference violation occurred. The referees will review the footage to determine the following issue only: whether the violation occurred, always after a goaltending or basket interference call has previously been made by one of the referees.

- 3.3** The referees are unsure whether the defender is inside or outside the defensive semi-circle for a block/charge foul. The referees will review the footage to determine the following issues only:
- a) Whether the defender was outside the defensive semi-circle and had not established a legal guarding position.
 - b) If the offensive player led with an unnatural knee, foot, elbow or arm regardless of the location of the defender.
 - c) If the ball left the hand of the shooter prior to the contact.
- 3.4** The referees are unsure whether a foul called is a personal or a throw-in foul. The referees will review the footage to determine the following issue: If the foul called was before or after the release of the ball from the hands of the thrower-in.
- Article 4** **Any time**
Instant replay can be referred to in the following situations:
- 4.1** An error/malfunction occurs in the game clock and it does not start/stop/countdown correctly at any time in the game before or after the ball is in play. The referees will review the footage to determine the following issues only: how much time actually expired and how much time (if any) is remaining in the quarter or overtime.
- 4.2** An error/malfunction occurs in the shot clock and it does not start/stop/countdown correctly at any time in the game before or after the ball is in play. The referees will review the footage to determine the following issues only: how much time actually expired and how much time (if any) is remaining on the shot clock.
- 4.3** Individuals engage in a physical altercation or potential act of violence. The referees will review the footage to determine the following issues only: the identity of all individuals involved in the physical altercation or potential act of violence, as well as the appropriate penalty for each individual.
- 4.4** A player is fouled in the act of shooting for a field goal. The referees will review the footage to determine the following issue only: whether the field goal attempt was a two-point or three-point field goal.

- 4.5 The referees are unsure whether a made basket was a one-point, two-point or three-point basket. The referees will review the footage to determine the following issues only: the correct value of the made basket and whether the shooter committed an out-of-bounds violation immediately prior to the release of the shot. The review will take place at the following time-out or interval of play between quarters, except in the last two minutes of the fourth quarter or overtime at the next opportunity when the game clock is stopped.
- 4.6 During a dead ball due to a shot clock violation, the referees are unsure whether the violation occurred immediately prior to a field goal made. The referees will review the footage to determine the following issue only: whether the ball left the hand of the shooter prior to the illumination of the yellow LED light (signalling the end of the 24-second period), and if the shot was released on time, whether the successful field goal scored was a two-point or three-point field goal.
- 4.7 During a dead ball due to a shot clock violation, the referees are unsure whether the violation occurred immediately prior to a foul called. The referees will review the footage to determine the following issue only: whether the foul that was called occurred prior to the illumination of the yellow LED light (signalling the end of the 24-second period).
- 4.8 The referees are unsure whether a foul off the ball called on the team without control of the ball occurred immediately prior to a field goal made. The referees will review the footage to determine the following issue only: whether the foul that was called occurred prior to the shooter commencing the act of shooting.
- 4.9 The referees are unsure whether a foul off the ball called on the team with control of the ball occurred immediately prior to a field goal made. The referees will review the footage to determine the following issue only: whether the foul that was called occurred prior to the ball leaving the hand of the shooter.
- 4.10 The referees are unsure who the correct free-throw shooter is. The referees will review the footage to determine the following issue only: the identity of the correct free-throw shooter.
- 4.11 The referees are unsure whether a foul called is a personal, unsportsmanlike, or disqualifying foul. The referees will review the footage to determine the following issue only: if the foul called should be maintained, upgraded, downgraded or considered as a technical foul.

Article 5 Head Coach challenge

To initiate a Head Coach challenge, the challenging team must take the following steps in sequence:

5.1 The challenging team's head coach must signal for a challenge by utilising the Head Coach challenge signal (creating an imaginary square with both index fingers) toward the referees, during the dead ball. During the same interaction with the referees in which the challenging team's head coach signalled for the challenge, the challenging team's Head Coach must notify the referees of the specific event that the team is challenging. The head coaches are permitted to challenge any reviewable situation that is covered under the current rules without time restrictions being applicable. The Head Coach Challenge may be requested at any time during the game. There is only one challenge per coach and per game.

5.2 For purposes of this rule only, "immediately" will mean prior to the ball being given to the thrower-in, the ball being given to the free throw shooter, the ball being tossed on a jump ball, or the start of a time-out, whichever is applicable.

In the case that the referees conference to determine the call on the floor (and, as a result, the final decision on the play is unknown for a period of time), the window of time within which a team must immediately challenge the call starts after the referees announce the final decision on the play.

5.3 Once the challenge is made by the head coach, the referees will notify the Euroleague Basketball delegate and the unified scorers crew of the challenge which will be recorded in the scoresheet and, once the instant replay review process is complete, announce the outcome of the challenge.