

2024-25 Euroleague Basketball

# EB INSTANT REPLAY RULES & PROTOCOLS



**Euroleague**  
Basketball

# IRS CHANGES

## SEASON 2024-25

# PROTOCOL CHANGES/ SEASON 24-25

- ☞ Referee will have control of every review.

# IRS RULE CHANGES/ SEASON 24-25

- ☞ Act of violence will now have its own trigger and be separately from Physical altercation.
- ☞ New reviewable matter: Backcourt violation
  - ☞ Only in the last 2 minutes of Q4 or overtime for referees
  - ☞ Available throughout the game for the coaches



## BACKCOURT VIOLATION

- The referees are unsure whether a backcourt violation was committed by the team in control of the ball. The referees will review the footage to determine the following issue only:
  - Whether the violation occurred, always after a backcourt violation has been called by one of the referees.

INITIAL DECISION	KEY FRAME	PRACTICAL ADVICE 1	PRACTICAL ADVICE 2	PRACTICAL ADVICE 3	FINAL DECISION
BACKCOURT VIOLATION	WHEN THE REFEREE CALLS THE VIOLATION	WHICH PLAYER TOUCHES THE BALL LAST	IF ANY PART OF THE PLAYER OR IF BALL TOUCHES THE BACKCOURT	IF BALL AND BOTH FEET HAVE PASSED TO THE FRONTCOURT	VIOLATION OR LEGAL PLAY



## ACT OF VIOLENCE

- The referees are unsure whether an act of violence has occurred. The referees will review the footage to determine the following issues only:
  - the identity of all individuals involved in the act of violence, as well as the appropriate penalty for each one and how the game will be resumed.

INITIAL DECISION	KEY FRAME 1	KEY FRAME 2	PRACTICAL REVIEW 1	PRACTICAL REVIEW 2	FINAL DECISION
<i>IF A CALL IS MADE, REPORT THE CALL</i>	CONTACT OCCURRED AND PLAY PROVIDED IN A LOOP AT NORMAL SPEED	PLAY IN NORMAL SPEED AND IF NEEDED IN SLOW MOTION TOO	IDENTIFY THE INDIVIDUAL/S INVOLVED	WHERE & HOW WE WILL RESUME THE GAME (Ask operator to remove loop if needed)	PENALTIES OR NO CALL

# ACT OF VIOLENCE

- ☞ An act of violence is an **act of force that causes or is intended to cause harm, or an act that results or could result in a risk of injury.**
- ☞ In situations when an act of violence occurs **which is called immediately as a PERSONAL FOUL**, the referees can review any act of violence or potential act of violence and upgrade the foul to UF (or even DQ). In situations when an act of violence occurs **which is not called immediately**, referees are authorised to stop the game without putting any team at a disadvantage to review any potential act of violence.
- ☞ This means that if according to the referees' judgement, there is a situation (called as a personal foul or not called) that has caused or intended to cause harm or results or could result in an injury, it is then reviewable at any time during the game as a potential act of violence.
- ☞ The trigger of Act of violence cannot be used if the referee's call is a UF/DQ. This can only be reviewed under the trigger of Foul review.

# ACT OF VIOLENCE

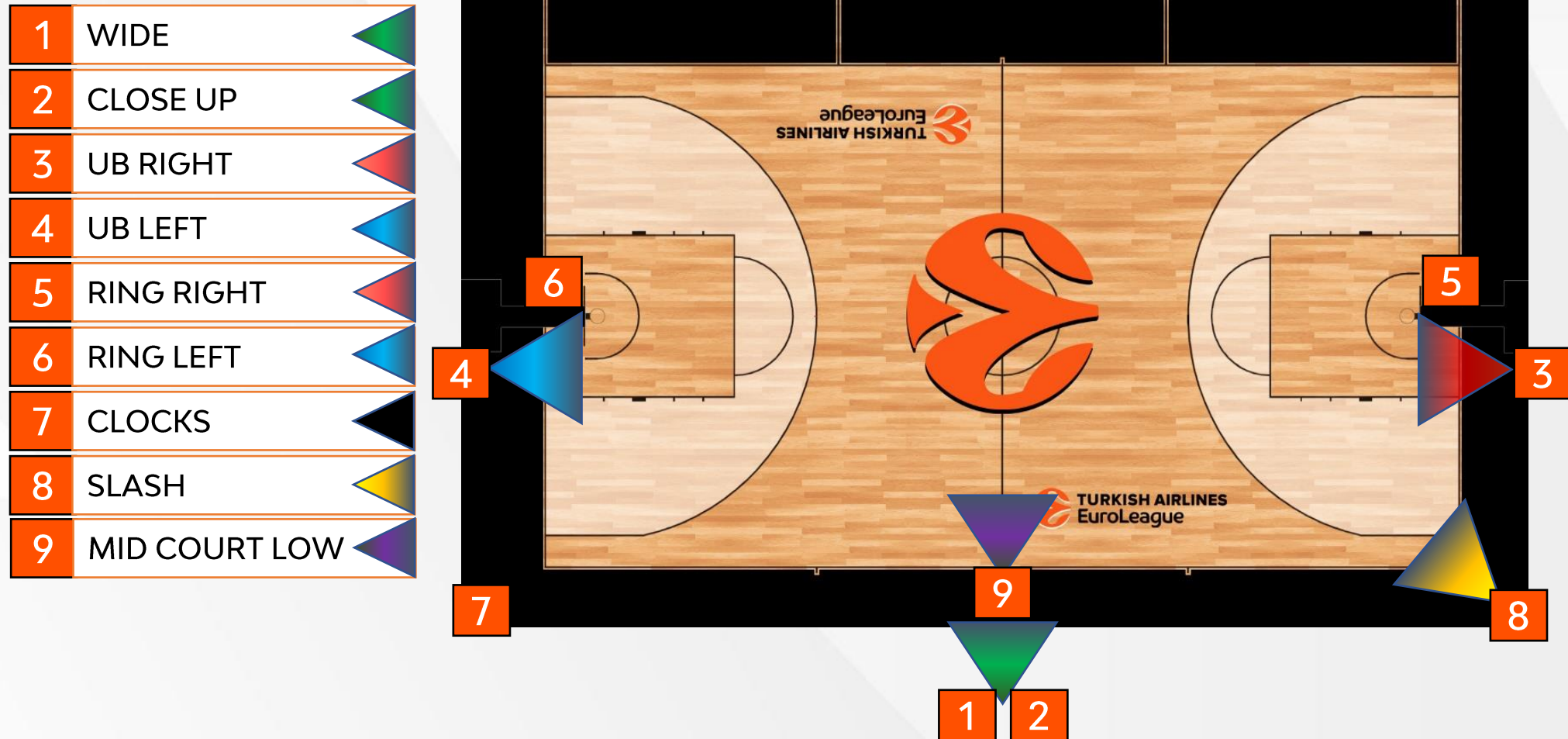
- ⌘ As per our guidelines **a foot under foot landing space foul** results or could result in an injury, and therefore it is considered an act of violence and can be reviewed if it is called as a personal foul or if it has not been called.
- ⌘ Please note that the act of violence cannot be used to review fouls called that potentially meet the criteria for only C1, C3 or C4. Also, not all fouls called that potentially meet the criteria for C2 can be reviewed as a potential act of violence. **Only the personal fouls called that can cause harm or result in an injury can be reviewed as a potential act of violence.**



# INSTANT REPLAY SYSTEM

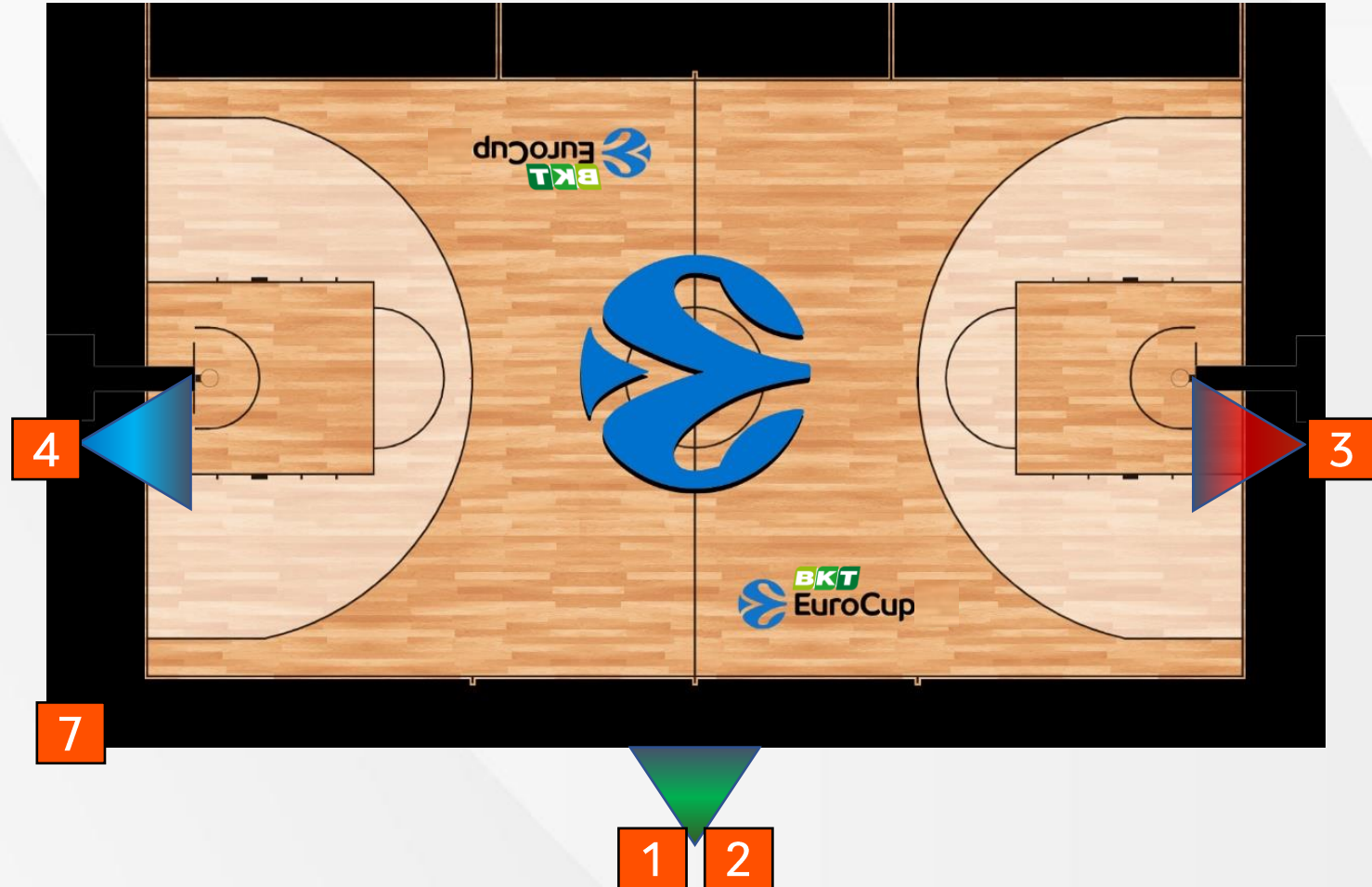
## RULES & PROTOCOLS

# EUROLEAGUE CAMERA PLAN

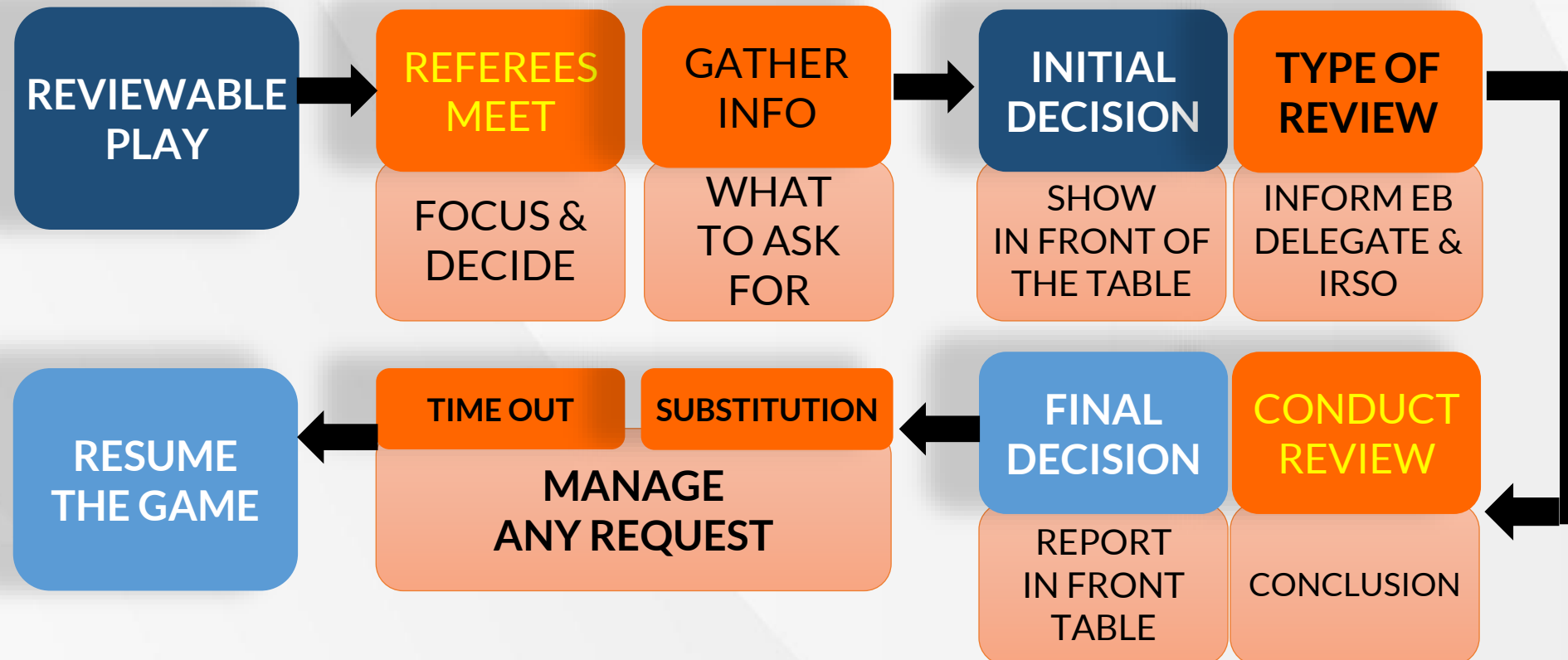


# EUROCUP CAMERA PLAN

- 1 WIDE
- 2 CLOSE UP
- 3 UB RIGHT
- 4 UB LEFT
  
- 7 CLOCKS



# PROTOCOL



# PROCEDURE IN FRONT OF IRS

- ☞ ONLY the officials and the IRS operator will be present in the review.
- ☞ The referee will Inform the operator if it is a referee review or coach challenge and type of review (using the official terminology).
- ☞ The operator will prepare the play and once he/she is ready, the play will be passed with referee control to the referees' monitor. Please say **'YOU HAVE CONTROL'**.
- ☞ The referee will check that the correct review type is displayed on the monitor. If not, they will ask the operator to correct it.

# PROTOCOLS

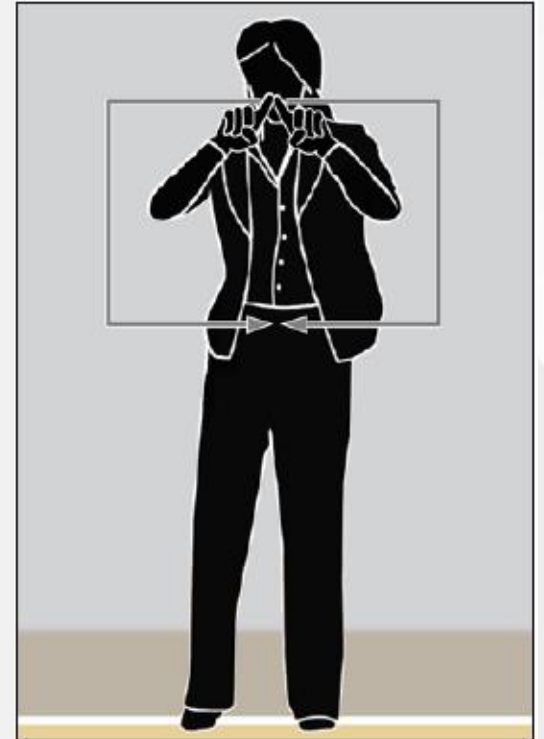
- The initial decision can only be changed when there is clear and conclusive visual evidence.
- If the IRS breaks down, the operator must inform the USC as soon as possible. The USC will then inform the Crew Chief who will inform both Head Coaches. If the system recovers, the Crew Chief needs to inform the Head Coaches again and the game will continue with the use of the IRS (reported on the scoresheet).

# IRS GRAPHICS CHANGES/ SEASON 24-25

No.	STAGE	SMARTREPLAY BOOKMARK	OUTPUT GRAPHICS (max 30 characters)
1	EOQ	BASKET EOQ	BASKET BEFORE EXPIRATION OF TIME
2	EOQ	FOUL EOQ	FOUL BEFORE EXPIRATION OF TIME
3	L2M	OUT OF BOUNDS	OUT OF BOUNDS
4	L2M	GOALTENDING	GOALTENDING/INTERFERENCE
5	L2M	DF SEMICIRCLE	DEFENSIVE SEMICIRCLE
6	L2M	AOS FOUL	FOUL IN ACT OF SHOOTING REVIEW
7	L2M	SHOT CLOCK RESET	SHOT CLOCK RESET REVIEW
8	L2M	FOUL REVIEW	FOUL REVIEW
9	L2M	BACKCOURT VIOLATION	BACKCOURT VIOLATION
10	Any time	GAME CLOCK	GAME CLOCK REVIEW
11	Any time	SHOT CLOCK	SHOT CLOCK REVIEW
12	Any time	PHYSICAL ALTERCATION	PHYSICAL ALTERCATION
13	Any time	ACT OF VIOLENCE	ACT OF VIOLENCE
14	Any time	NUMBER OF FTs	NUMBER OF FREE THROWS
15	Any time	BASKET VALUE	BASKET VALUE REVIEW
16	Any time	BASKET 24S	BASKET BEFORE EXPIRATION OF TIME
17	Any time	FOUL 24S	FOUL BEFORE EXPIRATION OF TIME
18	Any time	BASKET DF	BASKET PRIOR TO OFF BALL FOUL
19	Any time	BASKET OF	BASKET PRIOR TO OFF BALL FOUL
20	Any time	FT SHOOTER	IDENTIFY FREE THROW SHOOTER
-	-	COACH CHALLENGE	COACH CHALLENGE + REVIEW NAME

# COACH CHALLENGE

- ☞ Two challenges per coach per game.
- ☞ However, a head coach will lose one challenge if it has not been taken in the first 38 minutes of the game.
- ☞ Challenges only in accordance with our IRS situations (18 triggers but with **NO TIME RESTRICTION**).
- ☞ The coach must immediately signal and request a challenge to the referees using the official signal (creating an imaginary square with both index fingers).
- ☞ Once the challenge is made by the head coach, the referees will notify the EB delegate and the USC of the challenge which will be recorded in the scoresheet.





# COACH CHALLENGE / REVIEWABLE MATTERS WITH CHANGES

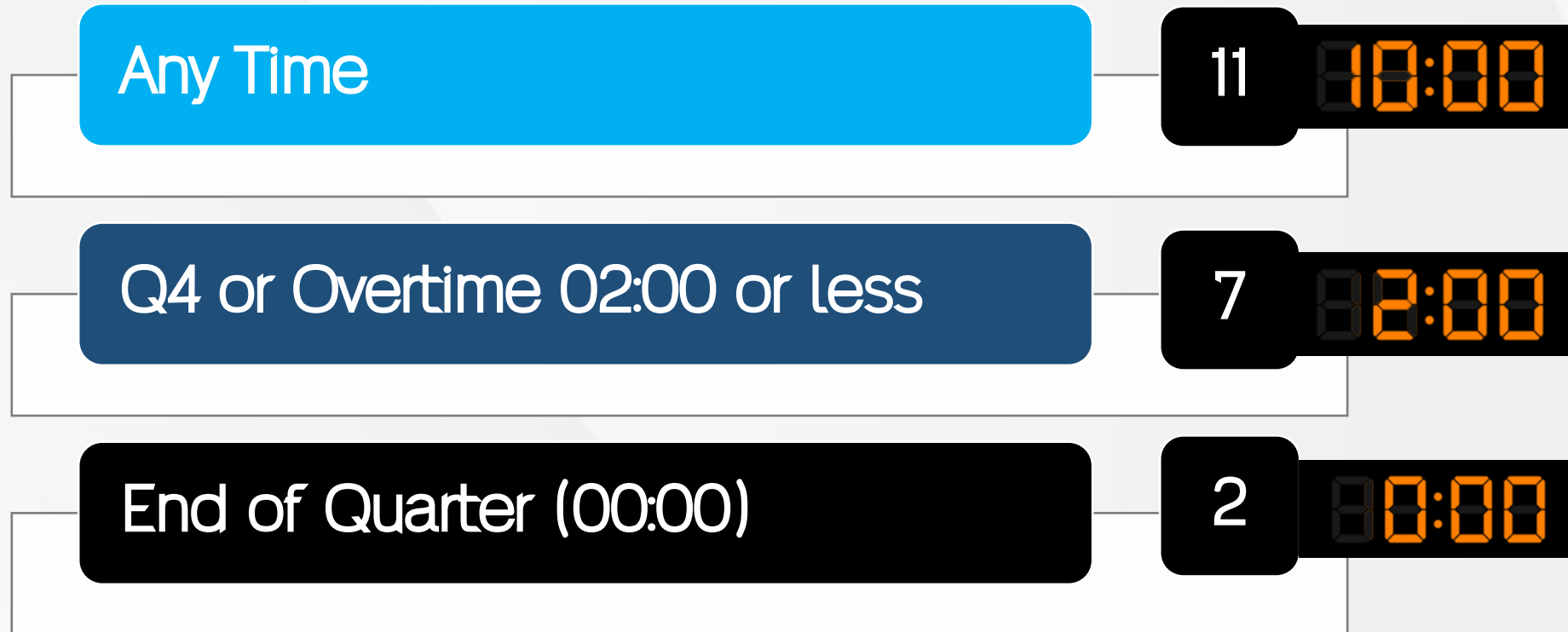
ANY TIME

GAME CLOCK	BASKET 24s	BASKET VALUE	BASKET DF	FOUL REVIEW	FREE-THROW SHOOTER
SHOT CLOCK	FOUL 24s	# OF FREE THROWS	BASKET OF	PHYSICAL ALTERCATION	OUT OF BOUNDS
GOALTEND /INTERFERENCE	DEFENSIVE SEMI-CIRCLE	AOS FOUL	SHOT CLOCK RESET	ACT OF VIOLENCE	BACKCOURT VIOLATION

END OF QUARTER or OVERTIME

BASKET EOQ	FOUL EOQ
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# STAGES



# REFEREE REVIEWABLE MATTERS WITH CHANGES

## ANY TIME (Art. 4)

GAME CLOCK	BASKET 24s	BASKET VALUE	BASKET DF	PHYSICAL ALTERCATION	FREE-THROW SHOOTER
SHOT CLOCK	FOUL 24s	# OF FREE THROWS	BASKET OF	ACT OF VIOLENCE	

## LAST 2 MINUTES 4<sup>th</sup> QUARTER or OVERTIME (Art. 3)

OUT OF BOUNDS	GOALTEND /INTERFERENCE	DEFENSIVE SEMI-CIRCLE	BACKCOURT VIOLATION
FOUL REVIEW	AOS FOUL	SHOT CLOCK RESET	

## END OF QUARTER or OVERTIME (Art. 2)

BASKET EOQ	FOUL EOQ
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## GAME CLOCK / SHOT CLOCK

- An error / malfunction occurs in the game clock or shot clock, and it does not start / stop correctly at any time in the game before or after the ball is in play.
- The referees review the footage to adjust the time. If there is evidence of an invalid made basket, it can be cancelled according to the correctable error rules.

INITIAL DECISION	KEY FRAME 1	KEY FRAME 2	PRACTICAL REVIEW 1	PRACTICAL REVIEW 2	FINAL DECISION
<i>IF KNOWN, ADJUST TIME PRIOR TO THE REVIEW</i>	WHEN THE ISSUE BEGINS  USE THE CLOCK ERROR TOOL	WHEN THE ISSUE ENDS	WHERE THE GAME WILL BE RESUMED	ADJUST CLOCKS	<i>ADJUST TIME ACCORDINGLY (POSSIBLE BASKET CANCELLATION)</i>

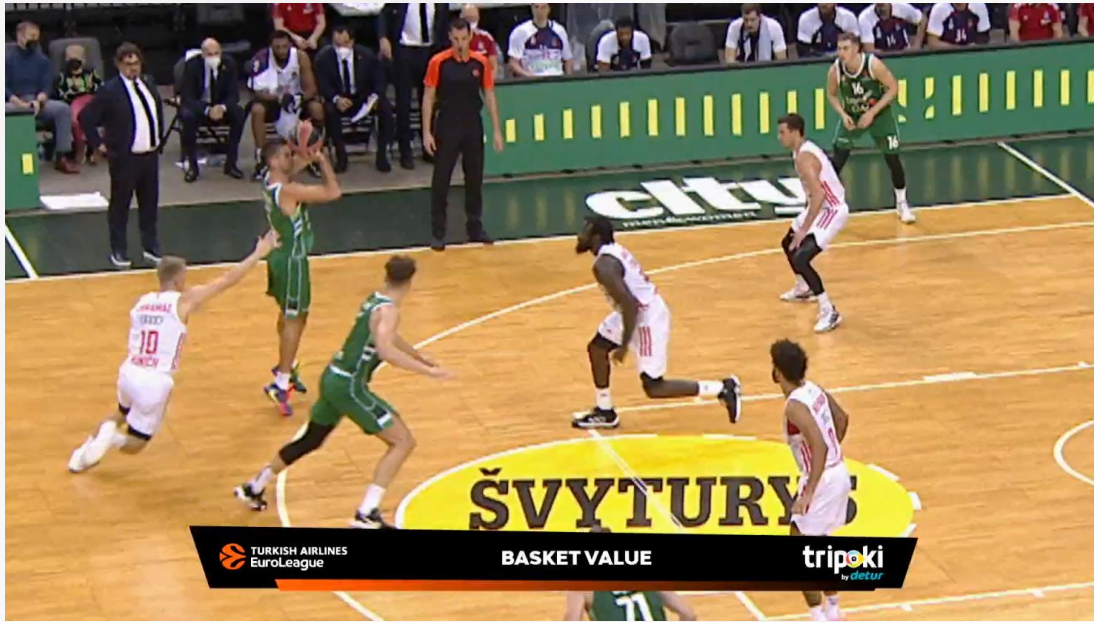


## NUMBER OF FREE-THROWS

- 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.

INITIAL DECISION	KEY FRAME 1	KEY FRAME 2	PRACTICAL REVIEW 1	PRACTICAL REVIEW 2	FINAL DECISION
2 or 3 FREE-THROWS	ILLEGAL CONTACT OCCURED	LAST INSTANCE WHEN THE PLAYER LEAVES THE FLOOR	USE THE MASTER CAMERA AND PAUSE AT THE KEY FRAME	SWITCH THE CAMERAS TO FIND THE CORRECT ANGLE	2 or 3 FREE-THROWS





## BASKET VALUE

- The referees are unsure whether a made basket was worth 1, 2 or 3 points:
  - whether the shooter committed an OOB immediately prior to the release.
  - whether a 24s violation occurred.
  - the review will take place at the following time out, interval or another review, except in the L2M.

INITIAL DECISION	KEY FRAME 1	KEY FRAME 2	PRACTICAL REVIEW 1	PRACTICAL REVIEW 2	FINAL DECISION
1, 2 or 3 POINTS	LAST INSTANCE WHEN THE PLAYER LEAVES THE FLOOR (2-3 pointer)	(2-3P) IDENTIFY IF ANY PART OF THE BALL IS WITHIN THE BASKET AND BELOW THE LEVEL OF THE RING BEFORE IT IS TOUCHED	(1P) IDENTIFY IF ANY PART OF THE BALL IS WITHIN THE BASKET AND BELOW THE LEVEL OF THE RING BEFORE IT IS TOUCHED	CHECK IF THE SHOOTER COMMITTED AN OOB JUST PRIOR TO THE SHOT OR 24s VIOLATION	1, 2 or 3 POINTS OR BASKET CANCELLED

# BASKET VALUE

- ☞ If there is a “basket value” review pending to be checked, and during the game another reviewable situation occurs, the “basket value” review will be checked first followed by the other review.
- ☞ If there is a basket value review pending to be checked and the game enters the last 2 minutes of Q4 or overtime, the review must be checked at the first opportunity when the game clock is stopped.
  - ☞ Example: There is a successful basket at 2:15 in Q4 and the referees are unsure if it should be 2 or 3 points. As soon as the game clock shows 2 minutes or less and the game clock stops,, the referees must conduct the basket value review immediately.
- ☞ In the last 24 seconds of any quarter, after the last free throw and with the ball being around the ring, if the referees are unsure if the ball has been touched by any player, or if the clock has started correctly, the referees must stop the game immediately and review the value of the basket and also put the correct time on the clock.



## BASKET 24S

- During a dead ball due to a 24s violation, the referees are unsure whether the violation occurred immediately prior to a made basket:
  - whether the ball left the hands prior to the illumination of the yellow light.
  - If so, whether the made basket was a 2-point or 3-point field goal.
  - whether the shooter committed an OOB immediately prior to the release.

INITIAL DECISION	KEY FRAME 1	PRACTICAL REVIEW 1	PRACTICAL REVIEW 2	PRACTICAL REVIEW 3	FINAL DECISION
BASKET OR VIOLATION	FULLY YELLOW LED LIGHT	THEN IF THE BALL IS THE SHOOTER'S HAND OR NOT	IDENTIFY IF THE FIELD GOAL MADE WAS A 2-POINT OR 3-POINT SHOT	CHECK IF THE SHOOTER COMMITTED AN OOB JUST PRIOR TO THE SHOT	BASKET VALID or VIOLATION





## FOUL 24S

- During a dead ball due to a 24s violation, the referees are unsure whether the violation occurred immediately prior to a foul called:
  - whether the foul that was called occurred prior to the illumination of the yellow LED light.

INITIAL DECISION	KEY FRAME 1	KEY FRAME 2	PRACTICAL REVIEW 1	FINAL DECISION
FOUL or VIOLATION	ILLEGAL CONTACT OCCURED	THEN IF THE <b>FULLY YELLOW</b> LED LIGHT IS TURNED ON	IF THE FOUL IS IN AOS, CHECK THE NUMBER OF FREE THROWS	FOUL & TIME REMAINING or SHOT CLOCK VIOLATION



## FREE-THROW SHOOTER

- 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.

INITIAL DECISION	KEY FRAME 1	KEY FRAME 2	PRACTICAL REVIEW 1	PRACTICAL REVIEW 2	FINAL DECISION
<i>IF KNOWN, FREE-THROW SHOOTER</i>	ILLEGAL CONTACT OCCURED	IDENTIFY THE FOULED PLAYER	USE THE MASTER CAMERA FIRST IN NORMAL SPEED	USE THE BEST ANGLE TO SEE THE ACTION	<b>CORRECT FREE THROW SHOOTER</b>

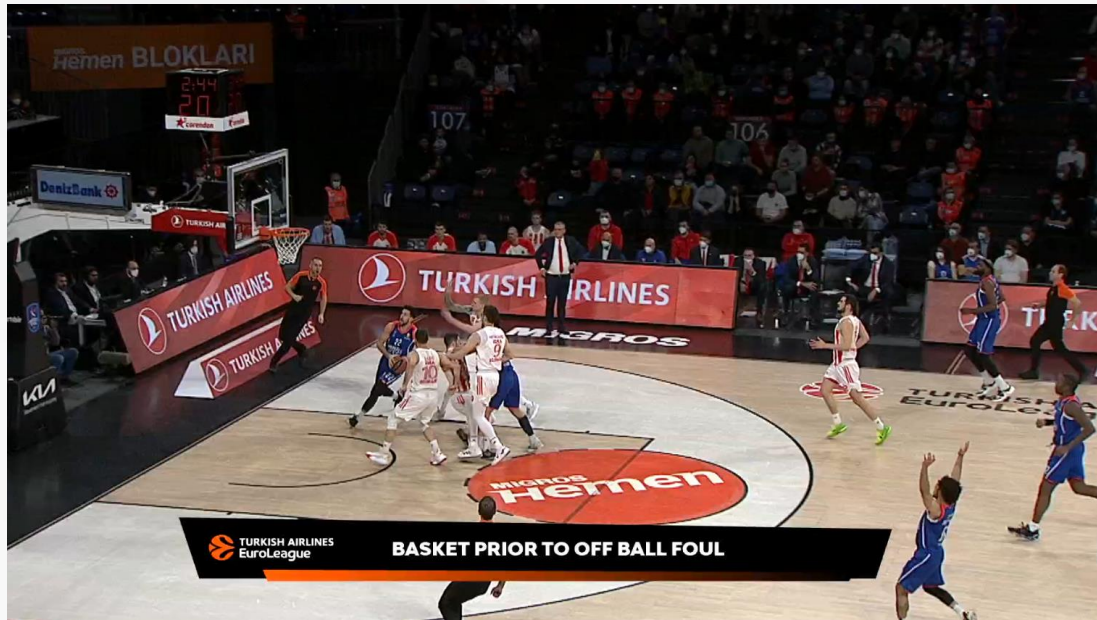


## BASKET DEFENSIVE FOUL

- The referees are unsure whether a foul off the ball called on the team without control of the ball occurred immediately prior to a FGM. 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 AOS.

INITIAL DECISION	KEY FRAME 1	KEY FRAME 2	PRACTICAL REVIEW 1	PRACTICAL REVIEW 2	FINAL DECISION
BASKET OR NOT	FIRST ILLEGAL CONTACT OCCURRED		HAS THE SHOOTER STARTED THE ACT OF SHOOTING?		BASKET VALID OR NOT





## BASKET OFFENSIVE FOUL

- 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:
  - whether the foul that was called occurred prior to the ball leaving the hands of the shooter.

INITIAL DECISION	KEY FRAME 1	KEY FRAME 2	PRACTICAL REVIEW 1	PRACTICAL REVIEW 2	FINAL DECISION
BASKET OR NOT	FIRST ILLEGAL CONTACT OCCURRED		HAS THE BALL LEFT THE HANDS OF THE SHOOTER?		BASKET VALID OR NOT



## PHYSICAL ALTERCATION

- Individuals engage in a physical altercation. The referees will review the footage to determine the following issues only:
  - the identity of all individuals involved in the physical altercation, as well as the appropriate penalty for each one.

INITIAL DECISION	KEY FRAME 1	KEY FRAME 2	PRACTICAL REVIEW 1	PRACTICAL REVIEW 2	FINAL DECISION
<i>IF KNOWN, IDENTIFY THE POTENTIAL PENALTIES PRIOR TO THE REVIEW</i>	REVIEW FROM THE BEGINNING OF THE PLAY	USE THE MASTER CAMERA FIRST AT NORMAL SPEED	IDENTIFY THE PLAYERS AND/OR BENCH PERSONNEL INVOLVED	WHERE & HOW WE WILL RESUME THE GAME	<b>PENALTIES FOR THE INDIVIDUALS INVOLVED</b>



## ACT OF VIOLENCE

- The referees are unsure whether an act of violence has occurred. The referees will review the footage to determine the following issues only:
  - the identity of all individuals involved in the act of violence, as well as the appropriate penalty for each one and how the game will be resumed.

INITIAL DECISION	KEY FRAME 1	KEY FRAME 2	PRACTICAL REVIEW 1	PRACTICAL REVIEW 2	FINAL DECISION
<i>IF A CALL IS MADE, REPORT THE CALL</i>	CONTACT OCCURRED AND PLAY PROVIDED IN A LOOP AT NORMAL SPEED	PLAY IN NORMAL SPEED AND IF NEEDED IN SLOW MOTION TOO	IDENTIFY THE INDIVIDUAL/S INVOLVED	WHERE & HOW WE WILL RESUME THE GAME (Ask operator to remove loop if needed)	PENALTIES OR NO CALL

**LAST 2 MINUTES 4<sup>th</sup> QUARTER  
or OVERTIME (Art. 3)**

LAST 2 MINUTES  
4<sup>th</sup> QUARTER or OVERTIME (Art. 3)

OUT OF BOUNDS	GOALTEND /INTERFERENCE	DEFENSIVE SEMI-CIRCLE	BACKCOURT VIOLATION
FOUL REVIEW	AOS FOUL	SHOT CLOCK RESET	





## BACKCOURT VIOLATION

- The referees are unsure whether a backcourt violation was committed by the team in control of the ball. The referees will review the footage to determine the following issue only:
  - Whether the violation occurred, always after a backcourt violation has been called by one of the referees.

INITIAL DECISION	KEY FRAME	PRACTICAL ADVICE 1	PRACTICAL ADVICE 2	PRACTICAL ADVICE 3	FINAL DECISION
BACKCOURT VIOLATION	WHEN THE REFEREE CALLS THE VIOLATION	WHICH PLAYER TOUCHES THE BALL LAST	IF ANY PART OF THE PLAYER OR IF BALL TOUCHES THE BACKCOURT	IF BALL AND BOTH FEET HAVE PASSED TO THE FRONTCOURT	VIOLATION OR LEGAL PLAY



## FOUL REVIEW

- 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 a technical foul.

INITIAL DECISION	KEY FRAME 1	MANDATORY	PRACTICAL ADVICE 1	PRACTICAL ADVICE 2	FINAL DECISION
PERSONAL FOUL, UNSPORTSMANLIKE, DISQUALIFYING or TECHNICAL FOUL or THROW-IN FOUL	CONTACT OCCURRED AND PLAY PROVIDED IN A LOOP AT NORMAL SPEED AT MASTER CAMERA	USE AT LEAST 2 CAMERA ANGLES	SLOW MOTION IS ALLOWED (DO NOT USE FRAME BY FRAME FOR C1 & C2)	WHERE & HOW THE GAME WILL BE RESUMED	PERSONAL FOUL, UNSPORTSMANLIKE, DISQUALIFYING or TECHNICAL FOUL

# FOUL REVIEW / THROW-IN FOUL

## 🌀 Key frame:

- 🌀 Contact occurred

## 🌀 Practical review:

- 🌀 Was the ball still in the hands of the referee or at the disposal of the player taking the throw-in?
- 🌀 Use other cameras if needed to identify where the ball is when the contact occurred.





## OUT OF BOUNDS

- The referees are unsure which team committed an OOB violation, or whether an OOB violation occurred. The referees will review the footage to determine the following issue only:
  - identify which player touched the ball last.
  - if the player / ball was actually OOB.

INITIAL DECISION	KEY FRAME 1	PRACTICAL ADVICE	PRACTICAL ADVICE 1	PRACTICAL ADVICE 2	FINAL DECISION
TEAM A TEAM B or JUMP BALL	WHO TOUCHED LAST OR IF PLAYER IS OOB	ONCE RIGHT FRAME IS IDENTIFIED, USE FRAME BY FRAME	SWITCH CAMERAS FOR BETTER ANGLES	IF NOT CLEAR, PLAY THE VIDEO TO SEE IF THE BALL CHANGES DIRECTION	TEAM A TEAM B or JUMP BALL



## GOALTENDING & INTERFERENCE

- The referees are unsure as to whether a GT/BI violation occurred. The referees will review the footage to determine the following issue only:
  - whether the violation occurred, always after a GT or BI call has previously been made by one of the referees.
  - whether a violation occurred that was not called as part of a foul in the act of shooting.

INITIAL DECISION	KEY FRAME 1	KEY FRAME 2	PRACTICAL REVIEW 1	PRACTICAL REVIEW 2	FINAL DECISION
VIOLATION or FOUL IN AOS	HIGHEST POINT IN THE UPWARD MOTION	WHEN THE BALL TOUCHES THE BACKBOARD	IS ANY PART OF THE BALL INSIDE THE BASKET? DOES THE BALL TOUCH THE RING BEFORE?	ADJUST CLOCKS	BASKET VALID OR NOT (JUMP BALL)

# GOALTENDING & INTERFERENCE

## 🌀 Key frame:

- 🌀 HIGHEST POINT IN THE UPWARD MOTION
- 🌀 WHEN THE BALL TOUCHES THE BACKBOARD

## 🌀 Practical review:

- 🌀 Ball must be completely above the level of the basket or, no longer has the possibility to enter the basket.
- 🌀 The ball has touched the ring.
- 🌀 To determine if the ball has begun its descent, do not use frame-by-frame. You can use slow motion.
- 🌀 The best perspective is always from the side to observe the trajectory of the ball.
- 🌀 Do not forget to use the Ring camera, especially to check if the ball touched the ring.
- 🌀 When the ball touches the backboard and a hand blocks the ball at the same time, it is NOT a violation.

# GOALTENDING & BI / DECISION OVERTURNED

- ☞ After a GT or BI review, if the referee's decision is overturned, the game will be resumed as follows:
  - ☞ If a player had gained an immediate and clear control of the ball (including out of bounds) when the violation was called, that same team will resume the game with a throw-in from the place nearest to where the ball was when the game was stopped.
  - ☞ If neither team had gained an immediate and clear control of the ball when the violation was called, the game will be resumed with **a jump ball at the closest circle** where the violation was called between any two opponents.





## DEFENSIVE SEMI-CIRCLE

- The referees are unsure whether the defender is inside or outside the DSC for a block / charge foul. The referees will review the footage to determine the following issue only:
  - whether the defender was outside the DSC and had not established a legal guarding position.
  - if the offensive player led with an unnatural knee, foot, elbow or arm regardless of the location of the defender.
  - if the ball left the hand of the shooter prior to the contact.

**ONLY APPLICABLE FOR SECONDARY DEFENDERS**



# DEFENSIVE SEMI-CIRCLE

**ONLY APPLICABLE FOR SECONDARY DEFENDERS**

INITIAL DECISION	KEY FRAME 1	KEY FRAME 2	PRACTICAL REVIEW 1	PRACTICAL REVIEW 2	FINAL DECISION
DEFENSIVE FOUL or OFFENSIVE FOUL	DEFENSIVE PLAYER'S LOCATION (INSIDE OR OUTSIDE THE DSC) WHEN FIRST ILLEGAL CONTACT OCCURRED	IS THE OFFENSIVE PLAYER AIRBORNE OR NOT? HAS THE DEFENSIVE PLAYER ESTABLISHED A LEGAL GUARDING POSITION?	DOES THE OFFENSIVE PLAYER LEAD WITH UNNATURAL KNEE, FOOT, ELBOW OR ARM?	IF THERE IS A SHOT, DID THE CONTACT OCCUR BEFORE OR AFTER THE RELEASE OF THE BALL?	DEFENSIVE or OFFENSIVE or NON-CONTROL FOUL and/or BASKET MADE

LAST 2 MINUTES

# DSC

- ☞ For DSC reviews, if the referees establish that the defensive player was outside the DSC, they can then review the play as a normal block/charge situation and change their decision if they have clear and conclusive evidence to do so.
  - ☞ For example, if the referee has called an offensive foul on a DSC play that is then challenged by the coach under the trigger of DSC, if the referees can see that the defensive player was outside the DSC, then they can review the play as a block/charge and if they find evidence that the defender did not have a legal guarding position, they must change the initial decision to a blocking foul.
- ☞ For DSC reviews, **the referees have the option to upgrade to a UF or DQ if they find clear and conclusive evidence.**
  - ☞ For example, if the referee has called an offensive foul on a DSC play that they then review under the trigger of DSC, and they find evidence that the offensive player created excessive contact with his elbow on the head of the defender, the referees can upgrade the offensive foul to a UF.



## AOS FOUL

- The referees are unsure whether a foul called is a shooting or a foul on the floor. The referees will review the footage to determine:
  - whether the foul that was called occurred prior to the shooter commencing the act of shooting or not.
  - And whether the foul should be upgraded or downgraded.

INITIAL DECISION	KEY FRAME 1	PRACTICAL ADVICE 1	PRACTICAL ADVICE 2	PRACTICAL ADVICE 3	FINAL DECISION
SHOOTING FOUL OR FOUL ON THE FLOOR	FIRST ILLEGAL CONTACT OCCURRED AND PLAY PROVIDED IN A LOOP AT 25% SPEED	SWITCH THE CAMERAS TO FIND THE BEST ANGLE	IDENTIFY THE TYPE OF SHOOTING ACTION (SHOT OR CONTINUOUS MOVEMENT)	USE FRAME BY FRAME TO IDENTIFY WHERE THE BALL IS AT THE MOMENT OF THE FIRST ILLEGAL CONTACT	NO OF FREE THROWS OR INBOUND THROW-IN (BASKET CANCELLED IF SHOT WAS SUCCESSFUL)

# FOUL IN ACT OF SHOOTING REVIEW

- If the referees call a foul in the AOS which is then challenged by a coach or reviewed by the referees, if after the review, the referees decide that the foul is not in the AOS, if the foul then meets the criteria for either an unnecessary contact on transition (C3) or last defender foul (C4), then by rule, the referees must upgrade the personal foul to an unsportsmanlike foul.
- The same applies for the other way around (downgrading a UF to a personal foul in the AOS).



## SHOT CLOCK RESET

- The referees are unsure whether the ball touched the ring on a field goal attempt. The referees will review the footage to determine:
  - whether the ball touched the ring or not and if so, the shot clock was administered properly.

**THE REVIEW CAN TAKE PLACE IF A CALL IS MADE AND THE GAME CLOCK IS STOPPED.**

INITIAL DECISION	KEY FRAME 1	KEY FRAME 2	PRACTICAL REVIEW 1	PRACTICAL REVIEW 2	FINAL DECISION
SHOT CLOCK RESET OR SHOT CLOCK VIOLATION	INSTANCE WHEN BALL IS CLOSEST TO THE RING	IF BALL DID NOT TOUCH THE RING AND OFFENSIVE TEAM GOT CONTROL, DID THEY COMMIT A SHOT CLOCK VIOLATION? THE KEY FRAME WILL BE FULLY <b>YELLOW</b> LED LIGHT	SWITCH THE CAMERAS TO FIND THE BEST ANGLE	WHERE & HOW THE GAME WILL BE RESUMED	SHOT CLOCK ADJUSTED OR SHOT CLOCK VIOLATION

END OF QUARTER or  
OVERTIME (Art. 2)

BASKET  
EOQ

FOUL  
EOQ

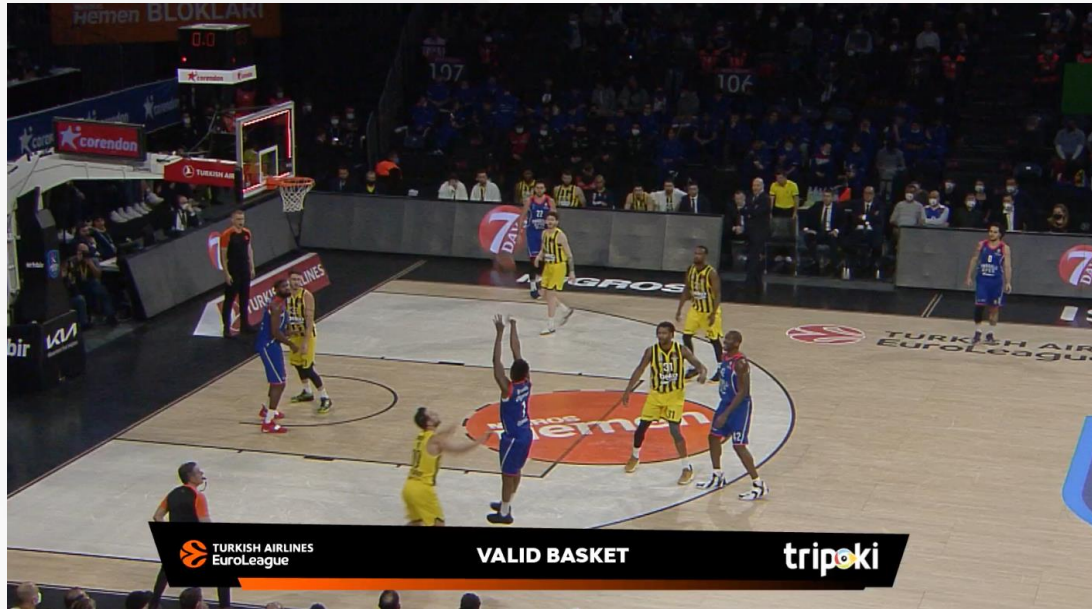




## BASKET EOQ

- A field goal made with no time remaining on the game clock (00:00) at the end of any quarter or any overtime:
  - Whether the time on the game clock **expired** before the ball left the hands of the shooter.
  - If the shot was released on time, whether the successful field goal was a **two-point** or **three-point**.
  - If the shot was released on time, whether the shooter committed an **out-of-bounds violation**.
  - Whether a **shot clock violation** occurred before the ball left the hands of the shooter.
  - Whether an **eight-second backcourt violation** occurred before the ball left the shooter's hands.





## BASKET EOQ

- A field goal made with no time remaining on the game clock (00:00) at the end of any quarter or any overtime:

INITIAL DECISION	KEY FRAME	PRACTICAL REVIEW	FINAL DECISION
BASKET OR NOT	<b>FULLY RED</b> LED LIGHT	THEN CHECK IF THE BALL IS IN THE SHOOTER'S HAND OR NOT	BASKET VALID OR EOQ



## FOUL EQQ

- 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:
  - whether the foul that was called occurred prior to the illumination of the red LED lights (signaling the end of playing time).

INITIAL DECISION	KEY FRAME	PRACTICAL REVIEW	FINAL DECISION
FOUL OR NOT	FIRST ILLEGAL CONTACT OCCURED	THEN IF THE <b>FULLY RED</b> LED LIGHT IS TURNED ON	FOUL & TIME REMAINING OR EQQ

2024-25 Euroleague Basketball

**THANK YOU!**



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Basketball