

IIHF Video Goal Judge System

Technical Specification and Operation

For use in IIHF Competitions by Organizers required by the IIHF Championship Regulations to organize and operate a Video Goal Judge System



INTERNATIONAL
ICE HOCKEY
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1 TECHNICAL SPECIFICATION

The following are the requirements of the IIHF Video Goal Judge system that must be organized, prepared, tested and operational well in advance of the WM and WMI Competitions (IIHF Championship Regulation 4.2.7) and WM20, WM18 and WW Competitions (IIHF Championship Regulation 4.2.6).

If arenas hosting above mentioned competitions have video goal judge systems permanently installed, which not fully comply to IIHF regulations, any such variations have to be reported to the IIHF in writing.

For championships which require a mandatory video goal judge system the physical goal judge booth behind both nets can be removed from the seating area along with the green and red lamps.

1.1 Video Goal Judge Booth

The video goal judge booth is to be set up in a restricted and secured area, on the upper levels of the arena, preferably at center ice position. It should be isolated and secure from the public and media.

The booth must have excellent sight lines to the complete ice surface including the bench areas to follow the play at all times. It should be large enough to provide sufficient work space including desks and chairs to accommodate 3 to 4 persons and all of the technical equipment listed in these specifications. It should be heated to provide comfort with a supply of drinks and fruit.

Unrestricted access with the appropriate accreditation or security device (keys, keycards) has to be safeguarded including access to any elevators / staircases which provide the shortest connection to the ice level.

1.2 Equipment and Technical Set-Up

- Two (2) above-net fixed position high density resolution cameras
Each camera should be situated well above the ice, out of the field of play (arena ceiling or cat-walk), above each goal net to allow a full-screen view of the entire goal net and the complete goal crease on each of the Video Goal Judge monitors. They should be installed slightly **in front** of each goal providing a clear picture of the goal line (with the crossbar positioned behind the goal line), the full crease area and 8 to 10 cm of ice surface inside the goal net. The positioning of the cameras should ensure the Video Goal Judge an unimpeded view of the goal line during play around the net area. The cameras must produce high density resolution footage.

The cameras must be secured by an independent safety system preventing them from falling on the ice.

The feed of each of the video goal judge cameras has to be constantly recorded on the DVD units (Unit 1 and 2).

- Television Images
If the games are produced for TV broadcast the live broadcast picture (international signal) has to be provided in the Video Goal Judge Booth on one of the monitors constantly being recorded on one of the DVD units (Unit 3).
Furthermore additional host broadcaster images have to be provided to view additional camera angles as seen by the various camera positions located in the arena. This video feed is controlled by the host broadcaster, providing the additional camera angles to the Video Goal Judge upon demand. This feed should also be recorded constantly on a DVD unit (Unit 4). All images should be in HD.

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- **Game time**
The actual game time has to be taken as a picture from the arena game clock device provided on the bottom right corner of the screens on the video monitors (picture in picture frame) of Unit 1 to 3 and be recorded on the respective DVD unit. The time on the monitors must be synchronized on the each screen with the actual game time shown on the Game Clock.
- **Recording Unit and Action Replay Controller**
Two (2) DVD units and two (2) monitors connected to the above net Video Goal Judge cameras (Unit 1 and 2)
One (1) DVD unit with one monitor connected with the international signal (Unit 3)
One (1) DVD unit with one monitor connected to the TV production truck to replay various camera angles upon request of the video goal judge (Unit 4). This unit also acts as backup to units 1 to 3

Each DVD recording Unit 1 to 3 should have a hard drive and have to be equipped with an Action Replay Controller which provides quality playback functions including tagging, fast forward and rewind, reverse, slow motion, 'freeze-frame' and frame-by-frame viewing. All these functions have to be available while recording ongoing play-action, to enable concurrent review of game situations while play continues, at any time during the course of the game.

A minimum three hour DVD disc installed in each of the 4 DVD units for each game

- **Monitors**
Four (4) HD monitors connected to unit 1 to 4 with a minimum size of 14 inches. The monitors should provide on-screen display of the actual game as described above, or of relevant replays if a play is being reviewed
- **Communication**
To enable efficient and secure communication to the timekeeping bench and the on ice officials, the video Goal Judge Booth must be connected to the Official Scorekeeper with a direct hard line two-way communication unit (permanent standing connection preferred by phone or Intercom) equipped with an additional visual alarm and parallel headsets for the IIHF Referee on the ice and the Video Goal Judge in the booth.
A second hard line with two-way communication (by phone or Intercom) connects with the video replay director of the host broadcaster in the TV production truck.

1.3 Staffing

- **Video Technician**
One English speaking Video Technician on site operating the system during each game. This person must be fully acquainted with running the system flawlessly and quickly.
This position has to be filled by the Organizing Committee and a back-up person in case of emergency should be considered.
The Video Technician should be able to hand out one DVD copy of the game feed to the IIHF Referee Supervisor immediately after each game.

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- Video Goal Judge
The Video Goal Judge as well as the Referee Supervisor will be provided by the IIHF and assigned on a game by game basis

2 Operation

The use of Video Replay of disputed goals is approved by the IIHF and is included in the Rule Book. Game Supervisors should be familiar with the policies and procedures for the Video Goal Judge replay system. The following situations are the only situations that will be subject to Video Goal Judge review:

1. Puck crossing the plane of the goal line;
2. Puck in the goal net prior to the goal frame being displaced;
3. Puck entering the goal net prior to or after the expiration of a period;
4. Puck directed or batted into the goal net by a hand or foot or deliberately directed or batted with any part of the attacking player's body into the goal net;
5. Puck deflected into the goal net off an on-ice official;
6. Puck struck with a high stick above the height of the crossbar by an attacking skater prior to entering the goal net;
7. Establishing the correct time on the official clock, provided the game time is visible on the Video Goal Judge's monitor.

Procedure:

1. When the Referee requests a video review of a disputed goal, the referee will contact the Video Goal Judge from the official scorekeepers' bench using a telephone system which has been installed for this purpose.
2. When the Video Goal Judge requests a review, the Video Goal Judge will contact the official scorekeepers bench using the telephone system during the first stoppage of play after the incident has occurred in order to inform the Referee that the play is under video review.
3. When a video review is requested by either the Referee or by the Video Goal Judge, the public address announcer will make the following announcement: *"The play is being reviewed."*
4. If the video review is inconclusive then the Video Goal Judge will report this to the Referee who will then make the final decision.
5. Following the review and the subsequent decision one of the following announcements is to be made: *"A goal has been scored at [time]"* or *"No goal has been scored."* If the decision is that no goal has been scored, then an explanation must be provided by the Announcer using the public address system
6. A team does not have the authority to request a video review of a play.
7. If the puck enters the net and play is stopped, the Referee or the Video Goal Judge are to ask for a review during this stoppage of play. If there is no review during this stoppage of play then the result is final and no review of the play will be permitted at a later time.
8. If the puck enters the net and play was to continue, then the review would take place during the first stoppage of play following the incident. If no review is performed during this first stoppage of play then no review of the play will be permitted at a later time.
9. When a Referee or a Video Goal Judge indicate that there is to be a video review, then all players must go to their respective team benches.

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10. A video review of the play may be called even though the first stoppage of play signals the end of a period or the end of a game.
11. The final decision of the Video Review **MUST** be announced the official public announcer through the public announcing system or by the Referee on ice through a wireless announcing system with an explanation of the final decision.

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