



**International  
Handball  
Federation**

# **Video Replay Regulations**

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## Introduction

Video replay offers the possibility to the referees to immediately watch a situation on a TV screen if they were not able to see the complete action on the court and if they wish to check again before reaching a decision. This specifically refers to key-match situations where the referees decide to consult the TV picture in addition to their view on the court.

Situations in which the Video Replay (VR) may be used		
#	Situation	Description
1	Goal/ No goal	Determine whether (or not) the ball has completely crossed the goal line
2		Determine whether the time has expired or the game was interrupted before (or after) the ball has completely crossed the goal line
3	Serious and unfair actions	A situation without the ball that occurs outside the referees' line of sight
4	Disqualification (red card)	For the referees to accurately identify the jersey number of the guilty player
5	Conflict on court	A confrontation involving two (or more) players (and the referees have serious doubts on which player(s) should be punished)
6	Faulty substitution	That is not clearly identified from the table
7	Simulation	If the referees have serious doubts regarding whether a player should be given a progressive punishment or if a player is attempting to mislead the referees through simulation
8	Rule 8	If the referees have serious doubts about whether a 2-minute suspension or a disqualification under Rule 8:5, 8:6, 8:9, 8:10 or 8:11 shall be given
9	Game changing situations in the last 30 seconds (including throws taken after the final signal)	If the referees have doubts about a 7-metre throw decision, punishments, or decisions that can lead to a change of ball possession
10	Electronic team time-out	In the case of a technical malfunction of the electronic team time-out system, uncertainties by the delegate or referees as to which team had possession of the ball when the buzzer was pressed, or doubts by the delegate as to who pressed the buzzer
11	Other	In the case of a decision that may lead to a protest

## Remarks

In all circumstances, the referees must take a decision based on their observation of facts as they relate to what they see on the court. VR is only used when the referees have serious doubts about taking the correct decision or when, for various reasons, they were unable to view the situation well on the court.

If the referees observe another situation during the VR review in which an incorrect decision was made or a foul was not called, they must correct that decision based on the facts verified

in the VR. This is only applicable to situations that occurred at the same time as the reviewed situation or immediately before it.

The main purpose of using the VR is to reach correct decisions. If the referees see that there was no violation during the VR review, they are allowed to decide play on. However, if the use of VR is provoked by a simulation/overreaction by a player or an official, it is considered as unsportsmanlike conduct and shall be punished in accordance with Rule 8:7-10.

The delegate(s) may only use the VR in situations involving the points 6, 10 and 11, or in situations involving disqualifications that occur off the court. They may request that the referees use the VR in a situation involving point 3. In all other situations the delegates are allowed to advise the referees to use the VR.

In principle, the decision about the use of VR must be taken in direct connection with the situation that is to be reviewed. It is not possible to use the VR after the ball has changed possession twice after the situation in question or after the corresponding throw in connection with the second change of ball possession is executed.

If a VR takes place in connection with the final signal of the first half, overtime periods or the end of the game, all players and officials must remain in the substitution area until the decision has been announced by the referees.

In case a VR review is requested by the delegates, one of the referees shall participate if the decision also concerns the restart of the game.

If applicable, the decision to use or not to use Video Replay is within the full discretion of the referees and the delegates concerned. Factual decisions made by the referees or the delegates during the review on the basis of their observation are final. Progressive punishment(s) according to Rule 8:7-8:8 will be given to players or team officials who aggressively make the "VR" signal to a match official.

#### Protocol to follow

Step	Action
1	Both the delegate(s) and the referees may be able to request the VR. Time-out is mandatory.
2	The referees will call for a time-out and show a public signal ("VR") as information that the situation is being analysed with the VR.
3	The referees consult with the delegate(s) and explain why the VR will be used. If the use of the VR in the given situation is not permitted according to the Rules, the delegate(s) must intervene.
4	While and until a decision is taken, both referees will be at the VR table/screen while the delegate(s) will control the players and team officials.
5	After the VR review, the decision of the referees may be taken (or corrected) only if the VR provides clear and conclusive visual evidence.
6	If the referees are not able to decide because the VR is not conclusive, they must decide according to their observation of facts. The referees are permitted to seek advice from the delegate(s) if they have serious doubts.
7	If the VR has been requested just before or at the end of any half of the match, including overtime, the referees shall keep both teams on the court until a decision based on the VR has been taken.
8	A VR review shall be carried out as fast as possible. The duration may be extended if technical problems appear with the VR.

<b>9</b>	After the VR review has ended, the final decision shall be clearly communicated by the referees to the responsible team officials of both teams, the table, and the public in the arena.
<b>10</b>	During the VR review, only the referees (or the delegate(s)) may be at the VR table/screen, while no non-authorised people are allowed at the VR table/screen.
<b>11</b>	The delegate(s) and the referees must check the VR equipment sufficiently in advance of the beginning of each match.
<b>12</b>	The delegate(s) and the referees must follow the basic principle to have the fewest possible interruptions.

#### Task distribution for each VR situation

<b>Situation</b>	<b>Who calls for using the VR</b>	<b>Who takes the final decision</b>
Goal or no goal, the decision if the ball has crossed the goal line completely	Referees	Referees
Goal or no goal, if the time has expired before or after the ball has completely crossed the goal line	Referees	Referees
Serious and unfair actions that occur outside of the referees' line of sight and without the ball	Referees, delegate(s)	Referees
If the referees show a red card (disqualification) to the wrong player	Referees	Referees
In case of confrontation involving two or more players	Referees	Referees
If a faulty substitution is not clearly identified by the table	Delegate(s)	Delegate(s)
Team time-out buzzer (mis)use	Delegate(s)	Delegate(s)
If the referees have serious doubts about whether a disqualification under Rule 8 should be imposed	Referees	Referees
If the referees have serious doubts (or the delegate(s) call(s) them) in the last 30 seconds of action under Rules 8:11a or 8:11b	Referees	Referees
In the case of actions in the last 30 seconds with an empty goal (if the referees are not sure whether a 7m-throw must be granted)	Referees	Referees