Date filmed: Wednesday February 9 2022 (Abu Dhabi, United Arab Emirates)

Restrictions: None

Duration: 7.26

Clips:

00.00
Chairman of FIFA's Referee Committee Pierluigi Collina (EN)

"We're continuing a test to try to achieve the objective: to have more accurate decisions and also quicker decisions in offside incidents. Things are going very well; we're very happy with what we've done so far here at the Club World Cup.

Also, we've introduced an offside animation, which is not related to the decision-making process, but certainly, it offers a better understanding and a clearer view of how the offside decision works.

So, once the decision is made, this kind of animation starts to be produced and, a few seconds later, can better show what happened using the normal 2D lines."

00.55

Chairman of FIFA's Referee Committee Pierluigi Collina (EN)

"I know that someone called it "robot offside"; it's not. The referees and the assistant referees are still responsible for the decision on the field of play. The technology only gives them valued support to make more accurate and quicker decisions, particularly when the offside incident is very tight and very difficult. Normally, with other technologies, it requires a longer time to get the final decision."

01.28

Chairman of FIFA's Referee Committee Pierluigi Collina (EN)

"It's part of VAR I would say, it is an addition to what we have done so far; we started a few years ago from zero, from nothing. We created this support, this system.

And of course we are learning based on the experiences we have every day I would say. And we realise that one of the areas where we felt something was needed was the time needed to make a decision.

We know that we cannot be fast and accurate at the same time, if you want to be accurate you need time. That's why we thought of a technology that can make [the most] accurate and fast decisions possible."

2.21

FIFA's Head of Football Technology Sebastian Runge (EN)

"In the stadium we have 10 dedicated tracking cameras that are installed in the stands and under the roof and we use those cameras to track the players but not just the position of the players; we're also tracking the limbs - we're tracking the arms and the legs - and we know exactly where all those players are at every moment in the game.

We are tracking with 50 frames per second, so 50 times per second we know where the players are and we're getting that information delivered to the system. We do the same for the ball so we know where the ball is and we know where the feet are so we know where the

kick point is. So with that information, when the ball is being kicked, and knowing where the players are and where the arms and legs are, we can make an assessment [on] whether a player is onside or offside."

3.10

FIFA's Head of Football Technology Sebastian Runge (EN)

"With the semi-automated offside, we get data points and these data points can be translated into an animation. So, we know where the shoulder is, we know where the knee, for example, is. And by taking that data, we can enter the 3D world and we can create animations, that can explain perfectly whether a player was onside, how much of that player was offside or onside, and we put that in an animation that will be shared with TV and our giant screen operators and we can inform the spectators in a clearer way on offside and onside decisions."

03.51

B-roll

07.26