

World Rugby TMO Protocol

Implementation: 1 July 2026

The primary purpose of the TMO is to support the match official team to maintain the integrity of the game by making accurate decisions on clear and obvious infringements relating to **serious foul play** and **try scoring** situations.

Clear – Means that the infringement is quickly and easily perceived upon viewing the replay technology

Obvious – Means that the infringement has an easily understood impact on the match

The TMO protocol and its application is intended to support World Rugby's Game Philosophy:

Protect the Player. Embrace the Contest. Promote Continuity. Win the Fan.

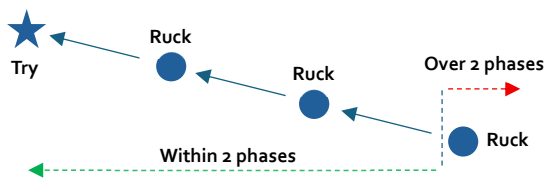
Serious Foul Play

A formal TMO review may be initiated when the match officials believe a yellow/red card may be required for:

Infringement	Law	Timeframe for formal review
Dangerous play	9.11 – 9.26 (except 9.19)	Since the last restart of play (excluding a kick to touch after a penalty/free-kick, a quick tap, or a quick throw).
Intentionally infringing	9.7	
Misconduct	9.27-9.28	

Try Scoring

A formal TMO review may be initiated when the match officials require assessment of:

Infringement	Law	Timeframe for formal review
Scoring	8	
Obstruction	9.1 – 9.6	
Offside	10, 12.5, 12.19, 15.4, 16.4 – 16.6, 18.30 – 18.36, 19.27 – 19.33, 20.10, 20.12 – 20.17	
Tackle complete	14.1 – 14.3	
Maul formation	16.2, 16.7	
Quick throw	18.3 – 18.7	
Taking a PK/FK	20.2, 20.11	
In-Goal	21	
Dangerous play	9.11 – 9.28 (except 9.19)	
Knock forward	11.1 – 11.5	
Throw forward	11.6 – 11.7	
Touch	18.1 – 18.2	Maximum of the last "2 phases" or the last "attacking passage" before a try is scored but not further back than the last restart in play (excluding a quick tap, or a quick throw).

- **2 phases** means that only 2 rucks or mauls have occurred (beyond a 3rd ruck or maul cannot be checked)
- **Attacking passage** means the passage of play since the last turnover in possession

Live Calls

A live call may be made by the TMO (similar to a live AR call) for the following clear and obvious infringements:

Infringement	Law	Timeframe for live call
Dangerous play	9.11 – 9.26 (except 9.19)	Immediately when the infringement happens in live play or immediately following confirmation of the infringement on one replay (broadcast or TMO replay output).
Knock on	11.1 – 11.5	
Throw forward	11.6 – 11.7	
Touch	18.1 – 18.2	

While the ball is out of play, the TMO may immediately provide information to assist the referee in giving an accurate restart in play in relation to:

- The correct team to throw into a scrum/lineout
- The correct mark for a scrum, lineout, penalty or free-kick
- The correct type of restart relating to touch/in-goal