



**Law 6.16 Television Match Official (TMO) Protocol – Sevens variation**  
**Effective: 29 November 2024**

**Scope:**

The TMO may be used if the Referee or Assistant Referees are unsure when making a decision in in-goal involving a try being scored or a touchdown.

The TMO may be consulted if the Referee or Assistant Referees are unsure if a player was, or was not, in touch when attempting to ground the ball to score a try.

The TMO may be consulted if the Referee or Assistant Referees are unsure when making a decision relating to touch-in-goal and the ball being made dead, if a score may have occurred.

The TMO may be consulted if the Referee is unsure when making a decision in in-goal with regard to the scoring of a try or a touch down and there may have been foul play in in-goal.

The TMO may be consulted when serious foul play has thought to have been committed and can advise the match referee on a recommended sanction

***\*Following a try being awarded, and before the next restart, the TMO can initiate a referral if a clear and obvious example of the following situations has occurred within the final phase prior to that try being awarded:***

- ***The ball or a player carrying the ball is in touch***
- ***Offside***
- ***Knock on or forward pass***
- ***Foul play***

**Process:**

The Referee will indicate any referral to the TMO by use of the “T” timeout signal, followed by the “square” signal as in Television.

The **Video Replay Operator** will replay the best available camera angles as soon as is practicable after the referral and the TMO will make a decision based on these camera angles.

The TMO will then advise the Referee of their decision and will then ask for the Referee to wait to be shown on the big screen before signalling the decision.

**The TMO decision will be one of the following:**

Try when grounded first by an attacker.

Penalty try and card if foul play *preventing a probable try is* committed by a defender.

Scrum - defenders ball when a knock on *or forward pass* has occurred or attacking 5m scrum if there is doubt as to who grounded the ball first.

22m drop-out or a 5m scrum when grounded first by defending team (depending on who played the ball into in-goal).

Lineout when a player, *or the ball*, is deemed to have been in touch before any grounding

Penalty kick and possible card when foul play committed by attacking player.

*Penalty kick when there is an offside infringement committed by attacking player*

*\*Red text indicates a change to the previous 7s protocol*